

SEGA

#10

OCT '94
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M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

URBAN STRIKE

EXCLUSIVE REVIEW
INSIDE!

DYNAMITE
HEADDY

VERSUS

SONIC & KNUCKLES!

EXCLUSIVE HEAD TO HEAD
REVIEWS!

SATURN AND 32X!

LATEST SHOTS DIRECT
FROM SEGA OF JAPAN!

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TITLES ON OFFER INSIDE!

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16 PAGE MISSION
GUIDE INSIDE!





It's a
dream come
true-hoo-hoo.

Disney's
The Jungle Book
VIDEO GAME

SEGA
GAME GEAR

SEGA
MEGA DRIVE

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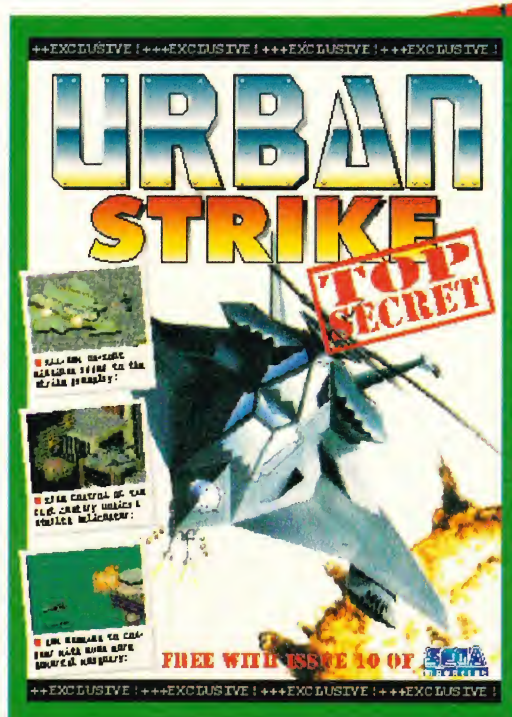
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COVER STORY: URBAN STRIKE

The game you've all been waiting for is HERE and we have the first review! Plus our free 16 page supplement gives you the lowdown on the new characters, all the special moves and much, much more!

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TS

SHOWCASES

★ DYNAMITE HEADDY 38

It is, quite possibly, the greatest platform game ever devised. It is Dynamite Headdy - and SEGA MAGAZINE offers you exclusive, unparalleled coverage.

★ THE STREETFIGHTER MOVIE 46

Take a pew and stock up on popcorn as we examine Capcom's latest wonder - the Street Fighter movie! Check out our exclusive pictures in this epoch-making feature!

★ EARTHWORM JIM 48

Has a videogame ever been this hyped? We take apart Shiny's platform epic and reveal its truly wonderful nature to the world.

★ SONIC & KNUCKLES 54

SEGA MAGAZINE is proud to unveil a totally amazing eight-page Sonic and Knuckles showcase, complete with just about every detail you'd want to know about this innovative title.

★ SOULSTAR 62

Core Design have a reputation for bringing the greatest games to the Mega-CD - and they're all set to do it again with Soulstar, a brilliant new CD blasting title. As Kris Kross might say, "Check it aaarrrrrghhht!"

★ RED ZONE 66

SEGA MAGAZINE brings home another top-notch exclusive - the latest game from the creators of Sub-Terrania. Red Zone is its name and it is basically amazing, bringing incredible originality to the realms of 16-bit blasting.



▲ Quite possibly the best platformer ever!



▲ Perry's latest platform epic - page 48.



▲ Better than Sonic 3? See page 54 now!



▲ This game is brilliant!

WIN! STAR WARS GOODIES GALORE! 82

Fancy getting your hands on some top-notch Star Wars related goodies eh? How does a brand new Multi-Mega sound? Well, you'll be wanting to check out page 82 then, won't you?

SEGA
MAGAZINE
ISSUE

10

OF



EDITORIAL

BEHOLD OUR PEARLS OF WISDOM



Welcome to issue ten of SEGA MAGAZINE... and I reckon that this is one of the strongest issue line-ups we've had for ages, with some of the greatest exclusive reviews you could possibly imagine.

As you can see from the cover, we've scooped the entire populace of the known universe in bringing you the first review of Urban Strike - EA's latest edition to their best selling Strike series. We also have the first review of the epoch-making Sonic and Knuckles. But my favourite game of the year has finally arrived: Treasure's simply stunning Dynamite Headdy. Of course, we've got the exclusive review of this totally astounding game - along with an

eight-page showcase feature which really shows off the sheer quality of this fine release.

The biggest surprise of the month has to be Earthworm Jim. I have to admit it, I really wanted to dislike it because it looked like Dave Perry had (once again) just rewrote Global Gladiators and made the graphics a bit better. But I was wrong. It's just amazing - if Headdy wasn't about, it would probably be the best platformer available for the Megadrive.

For the past few months, we (along with everyone else) have been looking forward to the advent of 32-bit gaming. This month's releases prove that there is still a lot of potential remaining in the 16-bit Megadrive. And apparently Sega have got some incredible 16-bit-related surprises lined-up for 1995...

RICHARD LEADBETTER



TOMMY G Tom was elated when he received a 'phone call from David Attenborough, asking him to star in a new series of his popular nature documentary The Trials of Life. Instead of showing people what a struggle life is for our furred and feathered friends, Sir Dave has decided to base this series on the difficulties faced by simple people. Thus viewers should soon be treated to footage of our crew mate trying to use the telephone, opening and shutting the 'fridge and trying to work out if the light stays on, putting his shoes on his head and dribbling over our expensive equipment.



JEFF Dear Mummy, Hello, it's your little Jeffy here. Please could you send my teddy down to London? It's horrid here and I have to work with all these nasty men and they tease me about my incredibly prominent Adam's apple. I'm sure I've seen some of them crouching down behind me, waiting for one of the others to push me over. It makes me want to cry. When Daddy drove me for my interview he told them all I was hard. I think they're beginning to suspect. Love, Jeff. PS Don't forget to send Teddy.



FOXY COKX Tom's dragged his long-suffering girlfriend off camping this month. This would be bad enough, but Tom also had the great idea of combining the trip with his greatest passion - football. Thus poor Sonia - for it is she - has put herself up for two weeks lying on the hallowed grass of Highbury. She appealed to the FA to have Tom evicted, but apparently there's nothing in the rules against it, and two people cooking sausages on the edge of the box doesn't quite constitute a pitch invasion. Tottenham are now considering opening their grounds as a camp site to boost attendance. Arf arf.

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Although we take great care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for omissions and errors that may occur. Actually, can we just take this opportunity to say how much we all like knob gags. Thank you.

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EMIAP Images and Sega staff and their families are prohibited from entering any Sega Magazine competition. The editor's decision is final and no correspondence will be entered into. Well, not about competitions, anyway. Or tips. Maybe some other stuff I suppose, if it's interesting. But it's still not very likely.



RICKY The current resurgence of interest in the Star Wars films has affected Rich more than most. You can see him in the games room at lunchtimes, rewinding and studying all the Darth Vader bits again and again. Fortunately for the staff, Rich hasn't quite mastered the art of choking people with thought power alone. Unfortunately for the staff, he has just about perfected the technique of choking people with a length of rough twine, after severely beating them with a rubber hose.



SAM Sitting next to Tom has obviously had something of an effect on Sam, as she's recently renounced her evil ways. Gone are black Ninja outfits and South American demon masks, and in are Laura Ashley flowery print dresses. She's even started wearing her hair in bunches, which is probably scarier than her now-discarded Pygmy bone collection. And there's no more Satanic incantations either, just "Hello sky, hello flowers" and "Shall I make a cup of tea?"



RAD Oh how this endless train strike has upset poor Rad. It means there are now three days every week when the trains don't run. Of course, this has been a devastating blow to the young Trojan, who has obviously not been able to do a stroke of work since the start of all this palaver. The fact that Rad actually lives within a comfortable walking distance of work seems to make no difference to the effect of this industrial action.

Howay y' f... f... irresistible joy pad beasts! Spare twenty pence for a cuppa Brasso? Yeah, it's me, Blaze Paisley, and I'm down where it matters on the street with my games

BLAZE PAISLEY - OUR MAN ON THE STREET

homies! Those corporate raiders thought they could put me on a chain - ain't that some shame? But no social welfare system can hold Blaze Paisley - I'm DSS - Dissin' Sucker Suits! There's no stopping me! This month I'm gonna be tackling the Big Question why's Dr Robotnik called Dr Robotnik over here and Eggman in Japan? And another thing, how come my mum wouldn't let me stay at her house? She said it was because she didn't have enough room for my collection of ridiculous beanie hats, but I reckon it's because I'm TMB-IFEH The Master Blaster In Full Effect, Homeboy! She can't take the power! So now I'm down at Ground Level, shifting like a sidewinder in the face of the big business games conglomerates, showing how much damage one man can do to the insides of the machine! Three words for ya - giza job. Please. Till we next rap, Peace Out,

Blaze.





SHAQUILLE O'NEIL. 7'1". 303LBS.



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SEGA

SATURN NEWS SPECIAL

EXCLUSIVE!

Just as this issue of SEGA MAGAZINE went to press, Sega of Japan released all new pictures of the Saturn project. Indeed, just about every title planned for release was revealed to the Japanese press. It was a masterful move on SOJ's part, as a lot of independent programmers and journalists have been quick to pour scorn on the entire project, focusing instead on the Sony Playstation. As you can see from these pictures, Saturn is already an amazing performer. Read on...



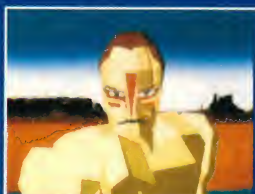
VIRTUA FIGHTER

A 30% complete version of Virtua Fighter was revealed at the Tokyo Toy Show in June, but since then the project has been significantly updated with a number of new features added.

As you can see from the screenshots, Virtua Fighter now looks virtually identical to the Model One arcade machine. All of the characters along with the 700 or so movements have made their way into the Saturn conversion.

The most interesting development on the Virtua Fighter front is a report by one of the Japanese magazines concerning the detail level in the game. Screenshots released to date show that the Saturn version is slightly more pixellated than the coin-op. However, the latest Saturn pics show levels of detail and resolution just like the coin-op (the score bar is different, so it definitely isn't the coin-op). It turns out that AM2, the original arcade coders, have used the Saturn's higher resolution mode to make it appear almost identical to the coin-op. The speed remains unaffected, running at a super-smooth 30 frames a second.

We'll have more news soon. In the meantime, check out these pics.



DAYTONA USA



Work on the actual Saturn version of Daytona USA is about 10% complete - but already this conversion is looking totally

stunning. The self-appointed band of Saturn detractors have been pouring scorn on the prospect of an arcade-perfect conversion. True, the Saturn doesn't have the spec to match the £12,000 coin-op - but through the use of ingenuity and cunning, Sega of Japan's coders are confident of a close conversion. At the moment, the Daytona car and basic road layout have been programmed in along with rudimentary play mechanics. Now the team are concentrating on Daytona's incredible roadside scenery. At the moment, all you can see are very basic polygon outlines of the mountains and other scenery. No texture mapping has been included as yet. Still, Sega of Japan are confident about the conversion - confident enough to release these VERY EARLY shots.



DAYTONA COMPARISON CORNER

So, this Daytona on Saturn's only 10% complete eh? Well, even at this stage it's looking incredibly close to the coin-op. Here's a Saturn shot, along with an arcade shot taken at exactly the same point in the game.



Arcade: Look! It's a texture mapped Sonic!



Saturn: The road and the grass are identical. Even the concrete wall's in there. Just add the texture-mapped mountain and a 100% accurate conversion (of this bit at least) doesn't seem so far fetched any more...



EXCLUSIVE! Looks pretty realistic, huh? Wait until you see the finished version!



PANZER DRAGOON

This incredible blasting game was one of the first Saturn titles announced by Sega at the Las Vegas CES in January of this year... and it looked stunning then. Eight months on it looks even better.

The Saturn's formidable polygon rendering power is put to superb use - the "dagoon" itself is a lot more detailed and realistic-looking than before. Also, it looks as though the coders are incorporating sprites and "mode 7" effects into the game to enhance the realism. This game is looking exceptionally special - and it should be complete in time for the Saturn's November release.



EXCLUSIVE! Just a tad more impressive than the Mega-CD version, non?



DREAM MANSION

Mega-CD gamers know about this one already as this game was released under the name of Mystery Mansion on the 16-bit system. Conversion onto the Saturn is well underway. Basically, the game looks very similar to what we've seen already. Sega are promising to use the 32-bit machine's graphics capabilities to produce near photo-realistic visuals.



VICTORY GOAL

EXCLUSIVE!

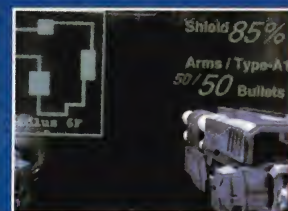
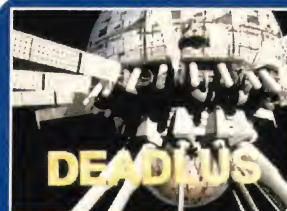
A clear competitor for the very impressive FIFA Soccer on the 3DO system. Victory Goal is a very realistic soccer game based around the Saturn's 3D

polygon processing power. The pitch can be viewed at any angle. Extremely impressive stuff.

NEWS



SATURN NEWS SPECIAL



DEADLUS

Computer generated 3D shooting in deep space. Deadlus has a mean, metallic look to it. Not very much is known about it at the moment, but glean what you can from these screenshots.



▲ Cor, robots from another dimension. Pretty slick stuff.

SATURN NEWS SPECIAL



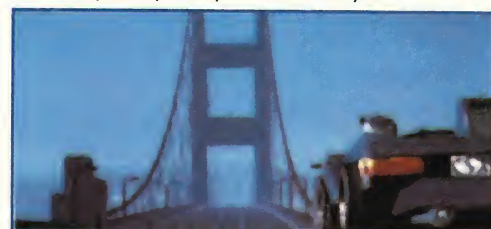
EXCLUSIVE!

GUILE RACER

This title is still deep in the throes of development. Sega of Japan have released three pictures of the title, but it is thought that these are from computer generated demos. Guile Racer is being touted as an arcade perfect version of the Rad Mobile coin-op.



▲ A lovely, lovely, lovely blue car. Lovely.



MEGADRIVE 32X UPDATE

SEGA MAGAZINE's exclusive eight page work-in-progress special in the last issue was pretty thorough. However, those cheeky chaps at Sega of Japan have released more up-to-date pictures of a couple of titles.

BULLET FIGHTERS

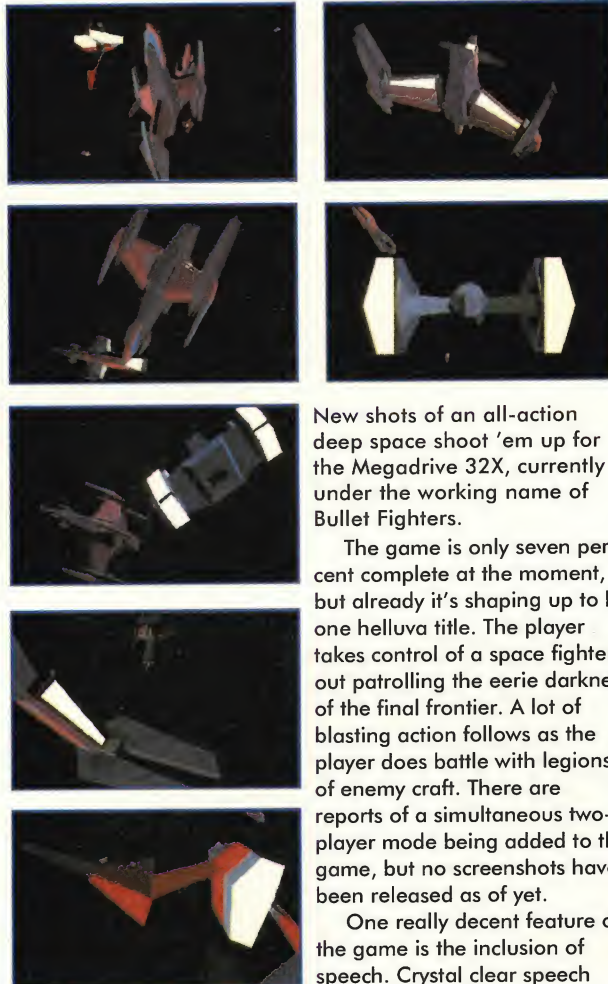


▲Yes it's some development shots of Virtua Racing Deluxe. Again. They are different though, honest.

VIRTUA RACING DELUXE

Original coin-op coders, AM2 are coding away at maximum warp to get this title ready for the 32X's release in November. As you can see from the latest shots (straight from AM2's top secret labs), the game is looking mightily impressive.

The resolution of the title is little improved over the SVP Megadrive version, but AM2 are instead concentrating on bringing home more detail and an even more impressive lick of speed. Compare and contrast a shot from a version of VR Deluxe approximately five weeks older (as seen in the last issue) to these latest shots and you'll see just how quickly work is progressing.



New shots of an all-action deep space shoot 'em up for the Megadrive 32X, currently under the working name of Bullet Fighters.

The game is only seven per cent complete at the moment, but already it's shaping up to be one helluva title. The player takes control of a space fighter, out patrolling the eerie darkness of the final frontier. A lot of blasting action follows as the player does battle with legions of enemy craft. There are reports of a simultaneous two-player mode being added to the game, but no screenshots have been released as of yet.

One really decent feature of the game is the inclusion of speech. Crystal clear speech

from the new PCM sound chip keeps the player company, informing him of tactics to use, and the status of the ship.

Although only deep space is shown in the shots here, we're reliably informed that backdrops such as small moons, satellites and enemy bases will be included. Superb eh? We'll be first with the latest news on this potentially stunning 3D epic.

STREET FIGHTER III: AT LAST! NEWS!

You might have heard rumours that Street Fighter III is currently undergoing its play-testing stage at Capcom of Japan's HQ. Well, that's not strictly true.

Agents working on behalf of EMAP (that's us) have visited the set of the \$20 million Street Fighter movie set and have come away with exclusive details of the next version of the game.

The actors and actresses of the film (Van Damme, Kylie, Raul Julia etc) are contractually obliged to appear in a videogame version of the movie. They're strutting their combat stuff in front of a blue screen in order to have their actions digitised into the new Street Fighter game.

Considering the movie's huge budget and the fact that Capcom have fronted up the entire financial outlay themselves, it begins to make sense. But just imagine - a game with the realistic look of Mortal Kombat, but with that all-important Street Fighter playability. We can't wait for this - we're particularly looking forward to seeing Kylie's rendition of Cammy's Thrust Kick...

Oh by the way, if you're even only slightly intrigued by the Street Fighter movie, turn NOW to page 46 for an EXCLUSIVE feature!

RESPECT CORNER

Could we just take this opportunity say a big "reeeespect" to our best pals Jake Simson, Ed Boon and, indeed, yes even little Mark Trumell for their incredibly flattering comments on our Mortal Kombat 2 preview (best thing they've ever read on Mortal Kombat, a laugh riot of South Central proportions etc). Considering that they're the original Bally Midway team who put MK together, this just goes to show that SEGA MAGAZINE is the best mag in the whole world... and we'll rip out the spines of anyone who says otherwise. Incidentally, if you're long-haired greasy rocker type, you might like to check out Jake's rather good new coin-op Revolution X, which features the dulcet tones of those nice Aerosmith chaps. Thank you.

NEWS



SEGA

THEY'RE BACK! THEY'RE BAD!

With a string of side-scrolling beat 'em ups under their belt, the brothers Dragon are among some of the most well-known console heroes in history. However, they've always appeared in games that don't quite make the grade, so it comes as no surprise that their latest adventure has changed direction somewhat, to an "original" one-on-one beat 'em up. So, yes you have your usual one player tournament mode and yes, you have a one-on-one two player mode.

Although moving away from the original DD series was definitely a step in the right direction, this could experience a few problems on the old originality front. And with the game currently around 90% finished, you can see just how it measures up to other beat 'em up greats in the November issue of SEGA MAG.



▲ the scary logo that is Double Dragon V.



▲ That blood looks very realistic doesn't it.



▲ Ooh Billy, you are a hard so-and-so, aren't you.



WIN ONE OF TWENTY INCREDIBLE SONIC & KNUCKLES JACKETS!

Be the epitome of games-related style with a fantastic jacket from Sonic's personal Autumn collection. Yes, these designer garments are set to be all the rage on the pastures of the Green Hill Zone, and they're also quite handy at protecting you from cold winds and other meteorological mishaps. The fetching design you see here is the work of Jacques duPonse, who claims his inspiration was "Sonic and Knuckles, the great new platform game from Sega", which is pretty obvious really when you think about it. Still, we've got a bunch of these mothers to give away, we've all got one to be honest and they're starting to clutter up the floor. Anyway, if you'd like to win one, all you have to do is answer this simple question - Knuckles is an echidna, which is a kind of animal not many people have heard of really. Which of the following is NOT an animal most people probably haven't heard of?

- A Lemur
- B Humming Frog
- C Aye-Aye

Send your answers to us at HANG ON, THAT'S A PROPER QUESTION COMPETITION, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Entries to arrive no later than October 15th, thank you very much.



▲ PGA 3 – out in November.

SAME AS IT EVER WAS

A sequel of a sequel? not something you'd really expect from EA, is it? Ahem. Well, just in case you haven't heard of it before, there's this golf game called PGA Tour Golf right, and it's been around since about 1989, and every year EA update it. And love it or loathe it, they'll be do it year in, year out until someone asks them very politely not to.

So is there anything new for this year's third instalment? Actually, there is – this time there's eight courses, four of which have never been seen before, and there's digitised versions of real players too! Well, that'll make all the difference then, won't it.



▲ The game might be the same...



▲ ...but there's four new courses to play.



FI-FA! FI-FA!

Attention all footie fans! The sequel to the rather excellent FIFA Soccer will be with you soon! Programmers have been hacking away at the sequel since the beginning of the year, and although the game still looks similar, there are a few gameplay changes. For starters, all the teams are different, and the difficulty level has been bumped up – the original was criticised for being too easy. The game is also now much more in-depth, with more emphasis placed on passing than in the previous version. Anyway, we reckon this is looking very smart indeed, and with any luck a full review should appear in next month's issue. So don't forget to tell all your friends.

TOP GAME GEAR RELEASES

Coming your way in November are two former Megadrive titles, specially revamped for the Game Gear – Road Rash 2 and PGA Tour Golf 2. Both games have already seen the original versions released on GG last year, although the sequels are very different indeed. Road Rash 2 has five new tracks, fifteen new bikes and a whole host of dangerous weaponry to get to grips with. It's also much faster than the original GG Road Rash. There's a few changes for PGA 2 as well. The game has doubled in size from 2 Meg to 4 Meg, and both the graphics and game engine have been vastly improved. This time there's seven courses to play instead of four, and the play area utilises the entire Game Gear screen. Even better is the price point – just £29.99 for each cart.



▲ This is already looking very smart indeed.



SEGA

COMING SOON...

MEGA DRIVE

SEPTEMBER

TAZMANIA 2
WORLD CHAMPIONSHIP
SOCCER
PEBBLE BEACH GOLF
MAXIMUM CARNAGE
MORTAL KOMBAT II
NHL HOCKEY '95
URBAN STRIKE
EA SPORTS TENNIS
SYLVESTER & TWEETY
LAWNMOWER MAN

OCTOBER

SONIC AND KNUCKLES
JURASSIC PARK: RAMPAGE
EDITION
DYNAMITE HEADDY
SHINING FORCE II
PSYCHO PINBALL
VIRTUAL BART
FIFA II
NBA SHOWDOWN '95
DRAGON
JIMMY WHITE SNOOKER
ZERO TOLERANCE
BALLZ
SS LUCIFER

NOVEMBER

ECCO II
PAGEMASTER
MEGA BOMBERMAN
RAGNACENTI
THE LION KING
ATP TENNIS

MEGA-CD

SEPTEMBER

FORMULA ONE: BEYOND THE
LIMITS
SOULSTAR
THE TERMINATOR
POWERMONGER CD

OCTOBER

DRAGON'S LAIR
MIDNIGHT RAIDERS
FAHRENHEIT
ANOTHER WORLD 2
NBA JAM CD
RISE OF THE ROBOTS

NOVEMBER

ECCO II
GOLF MAGAZINE'S BEST 36
HOLES

Master System

SEPTEMBER

ASTERIX AND THE GREAT
RESCUE
DAFFY DUCK

OCTOBER

SONIC SPINBALL
DRAGON
BATTLETOADS: BATTLEMA-
NIACS

NOVEMBER

THE LION KING
ECCO II

GAME GEAR

SEPTEMBER

ASTERIX AND THE GREAT
RESCUE
DAFFY DUCK
SONIC SPINBALL
DROPZONE
EXCELLENT DIZZY
MORTAL KOMBAT II

OCTOBER

DRAGON
PETE SAMPRAS TENNIS
SS LUCIFER
DYNAMITE HEADDY
SONIC IN TRIPLE TROUBLE

NOVEMBER

POWER RANGERS
ECCO II
TAZMANIA II
THE LION KING
MASTER SYSTEM

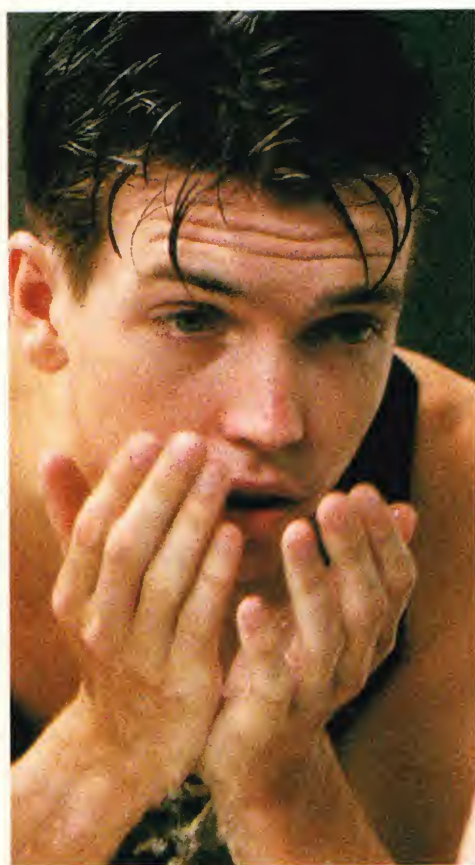
WIN! SOME SONIC STICKERS AND ALBUMS!

As you all know, here at SEGA MAGAZINE, each and every staff member is an Official Mate of Sonic. So, it is with great pleasure that we announce a competition-related giveaway for his latest piece of top-quality merchandise. Smart eh? Well, if you fancy the idea of getting your hands on a Sonic sticker album, answer the easy question below and write in! There's a pretty good chance you'll win because we're giving away 200 albums (yes, that's right, 200!) along with five packets of stickers to start your collection! So, if you fancy a chance of getting hold of this gear, answer the following question and send in your entry along with your name and address to SUPER SOAR-AWAY SONIC STICKER COMPO, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Get your entries in by the 30 October.

THE QUESTION:

How many Megadrive games (up to Sonic and Knuckles) have featured Sonic as the primary character?

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

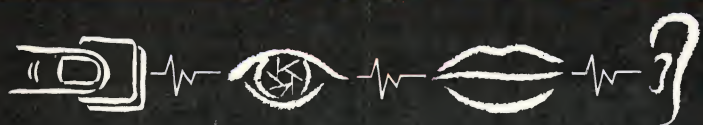
That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way. Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



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PREVIEW



8-MEG

BY:
TIME WARNERRELEASE:
NOV '94

GENERATIONS LOST

How come no one ever thought of a game based around the Strange and Chilling world of Arthur C Clarke before? Imagine the possibilities! Plagues of frogs falling from the skies, hailstones the size of foot-balls, men with two heads – the list is endless. And although it's extremely unlikely that a game of this nature would ever see the light of day, it seems as though Time Warner Interactive have certainly taken some inspiration from the supernatural for their latest release, **Generations Lost**.

In fact, the plot is extremely bizarre indeed. A strange force has infiltrated the earth, causing weird electrical currents, floods, mutated creatures and even, gasp, changes in gravity that can make people levitate. Well obviously, this sort of subversive behaviour just has to stop, so armed with little but the coat on your back, you (Monobe) must go and sort all this funny business out.

The quest spans over six platform levels, with the baddies predictably sprinkled along the route and various sub-tasks to complete along the way. However, this isn't your usual high speed platform romp. More emphasis is placed on problem solving than blasting baddies, which results in a similar (albeit updated) adventure to Flashback. This should please puzzle fans no end as apart from the highly irritating Puggsy, there are very few games of this type on the Megadrive.

At present, the game is around 80% complete, although it's already looking pretty impressive. Look out for the full lowdown next month when we give it the SEGA MAGAZINE review treatment.

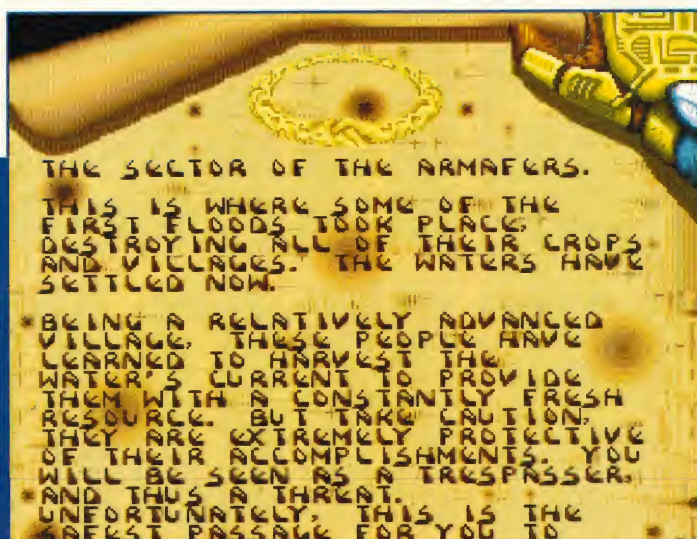
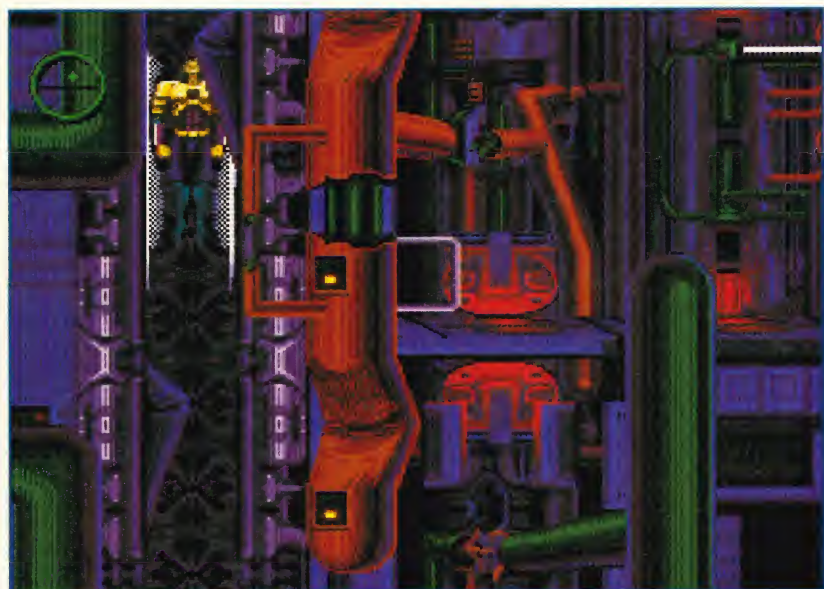
SEGA



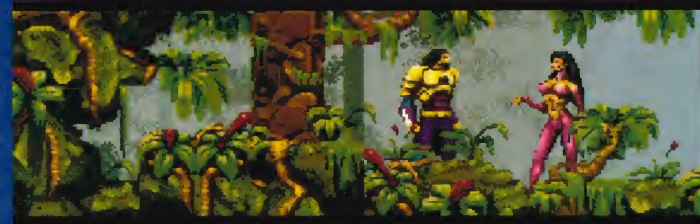
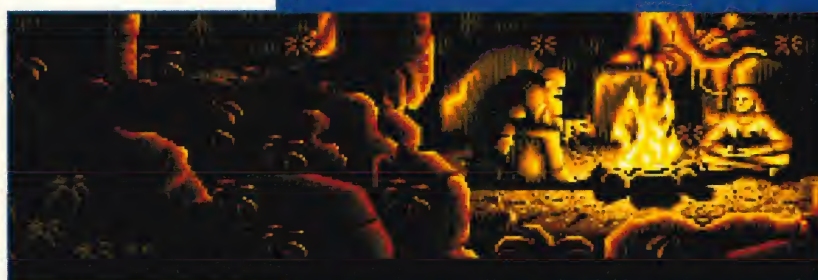
▲ A vast voyage of intrigue, discovery and loads of platforms.

▲ Crikey, this looks pretty impressive doesn't it eh?

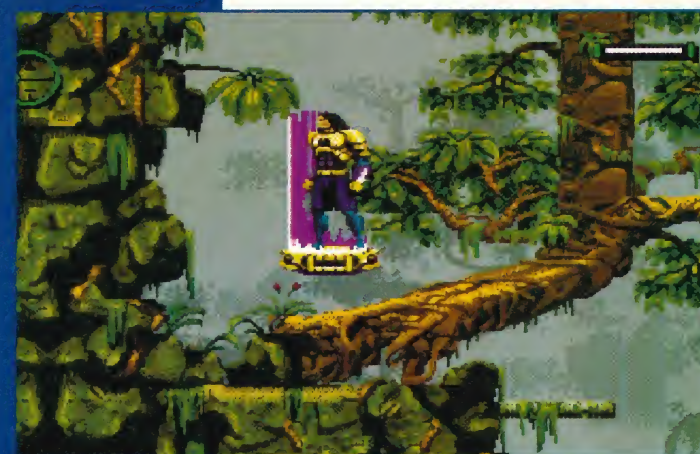
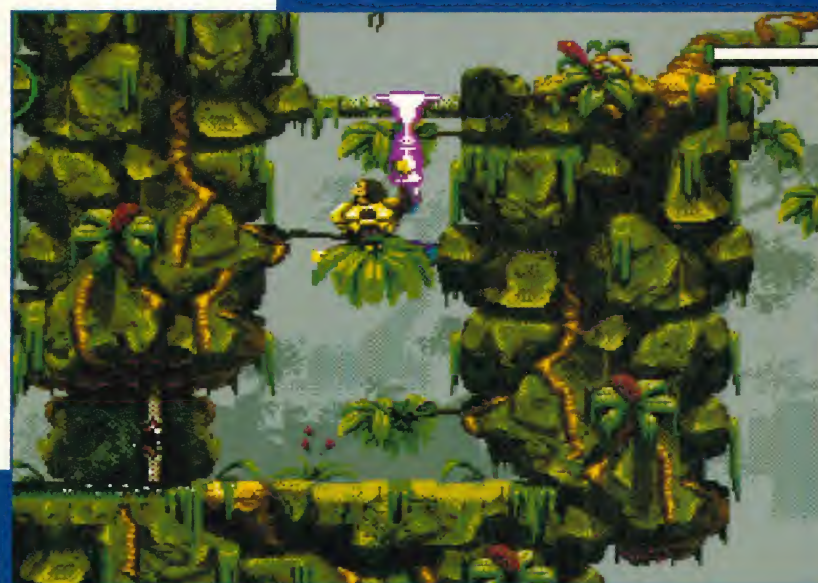




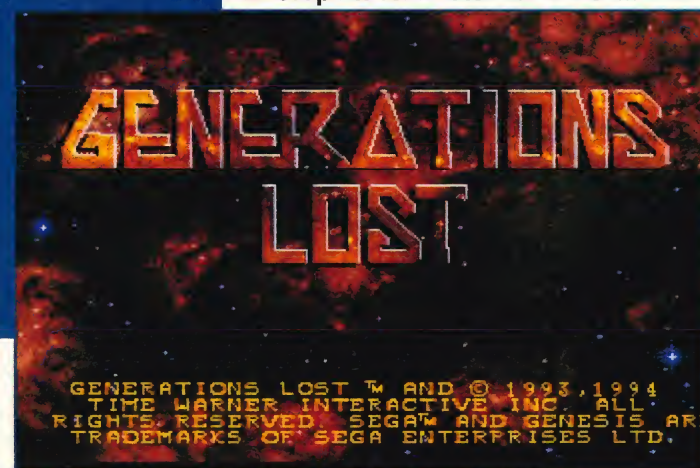
▲ Generations Lost has some excellent presentation, as seen above.



▲ Ooh... and dialogue too!



▲ Graphics reminiscent of X-Men...



PREVIEW



8-MEG

BY:
SEGARELEASE:
NOV '94

MEGA BOMBERM

Calling high explosives fans everywhere! Are you looking for a real blast? Fancy a bit of a blow out? Want to kill your friends with a large cherry bomb? Ha ha ha, what a bunch of cheeky bombstrels you are. Well look no further, because Bomberman is coming to the Megadrive.

If you haven't heard of Bomberman before, you obviously haven't experienced the arcade machines or the host of conversions released on other 'non-Sega' home consoles. Well worry ye not, because Bomberman creators, Hudsonsoft, are readdressing the balance by making Mega Bomberman, as the Megadrive version is known, the most impressive game in the series to date.

The game is really quite simple. Up to four players race around a maze attempting to blow up their fellow Bombermen with their unlimited supply of bombs. To spice up the action, there are power-ups to collect which allow our merry bombers to perform all manner of high-explosive high-jinks such as dropping multiple bombs, increasing the distance of their explosions, and kicking and throwing the bombs. There's even a range of multi-coloured dragon-ponies to ride, each with their own unique powers.

For you more lonely bombermen out there, there's a nifty one player mode where you battle through a variety of scrolling mazes, blowing up beasties and collecting coins, before facing such bizarre bosses as a giant banana and a large frog.

As with all the Bomberman games, Mega Bomberman looks set to be incredibly addictive. In fact, when the SEGA MAGAZINE crew went to see the game at SEGA UK's offices, they were drawn into a Bomberman-playing cult which involved such strange lingo as "Look at my length", a term referring to the distance your explosion reaches. Could this be the sign of a game with mind-controlling powers? Find out in our exclusive hypnotic review next month!

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▲ Bomberman bombs some men.



▲ And then rides on a sort of pink Tauntaun.



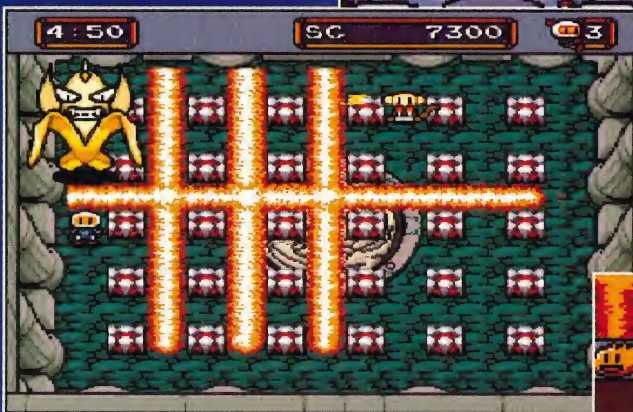
▲ So I suppose you drew the game, then.



▲ This is the new Bomberman Celebration Variety Pizza from Pizza Hut. It's got five tasty flavours, from the Vegetarian Woods slice to the Flamin' Hot Volcanic slice. And you get a free Diet Coke.



an



▲ Oh no, it's a big banana.



▲ Oh God, it's a got a minecart section. And an ice level.



▲ Well I can't tell what's going on here.



▲ Are they bombs? Or bonuses? Or what?



▲ It's not a tauntaun, it's a mouse.



▲ Bomberman action ahoy! Schlllp!



▲ I don't like mice.



▲ Bomb those pesky mice!

PREVIEW



MEGA-CD

BY:
PSYGNOSISRELEASE:
TBA

▲ Arghh! The most frustrating part of the game is definitely on these jump button and hope for the best...



NOVASTORM

Remember Microcosm?

It wasn't very good, was it?

Struck by the same looks-nice-but-no-gameplay illness that affects most CD titles, the game was slated and didn't sell well at all. Still, developers Psygnosis have been working on a sequel for a ages and by all accounts it could be very impressive indeed.

Although it's already been released on PC CD formats sometime ago (receiving high review marks all round), only one level of the Mega-CD version is currently playable. However, it's still pretty easy to get the general gist of the game, which is basically, "kill everything that gets in the way". Working for the ominous-sounding Federation, it's your mission to destroy Scarab 4, an out of control computer network destined to take over the solar system. The game spans four different worlds and although there's not an awful lot to see yet, it takes the same shape as the PC version which was stunning in both gameplay and graphical terms. The finished version will include FMV inter-level sequences and all of the backgrounds will be rendered using Silicon Graphics technology. With all this talk of intergalactic space wars and frenetic shoot 'em up action, this "sequel" couldn't be further from its predecessor Microcosm, which was by all accounts a highly dull affair. In fact, magazines in the PC market claimed that Novastorm even shamed Rebel Assault! Whether it manages to capture that much atmosphere remains to be seen, but at the moment it's certainly in the running for a top Christmas release.

SEGA

Part of the evil network that is Scarab 4. Destroy the whole lot, or the world will be doomed for ever-more.



▲ Part of the rather impressive intro sequence, which is actually really atmospheric. Honest.



▲ Umm...



▲ Explosion city! The level guard is destroyed! Unfortunately, at this early stage, that's as far as the game goes.



SOULSTAR

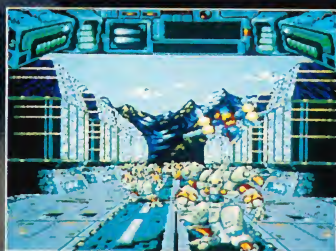
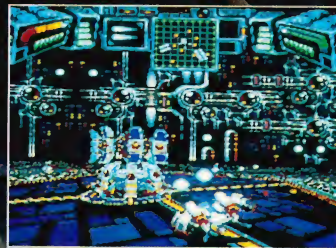
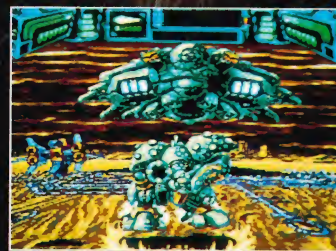
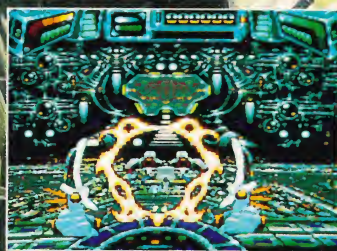
Blasting back the boundaries of the gaming experience, SOULSTAR captivates up to two players with out-of-this-world 3D graphics, a multi-morphing combat craft and fast and furious gameplay. Fly, drive and shoot your way through more than twenty incredible missions in a progressive, space shoot-'em-up that beats all the others!

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"Soulstar certainly looks like a contender for Mega-CD game of the year."

MEGA POWER

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MEGA-CD

PREVIEW



8-MEG

BY:
ACCLAIMRELEASE:
OCT'94

MAXIMUM CARNAGE

You can't argue with Spider-Man's latest nemesis Carnage. That's because he doesn't exist, and as such is a little weak on the old conversational disputes front. But even if he did exist outside the imaginations of his creators, you still wouldn't be able to argue with him. Because he'd probably just kill you.

Yes, you'll certainly be glad you don't live down Spidey's way when you see the competition he's up against, all of whom are intent on slaying as many innocent civilians as possible (so this might be good time to embark on that career in burglary you always thought about). But fret not, for Spider-Man has an unusual ally in his latest adventure – Venom, strange alien symbiote and mortal enemy of the Spidester. The player is able to select which of these characters to control in each level, with the game being radically different for each character. However, their powers and abilities are pretty much identical. Along with the boy Venners, Spider-Man also has the aid of various Marvel superheroes seen in the Maximum Carnage comics series, from fairly well-known ones like Captain America to more obscure old characters like Cloak and Dagger. The parts these people play are usually fully explained in the excellent-looking comic book-style intermissions.

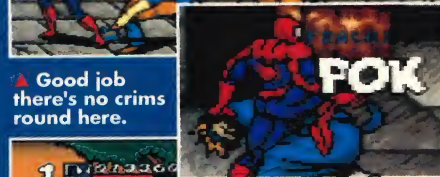
Maximum Carnage is, at the heart of it, a beat 'em up, but there are levels which break the mould a bit. One stage sees Spidey climbing the walls of a warehouse to find Shriek and the Doppelganger, and another has him web-slinging his way through the streets of New York on the trail of the Demogoblin (who's a bit like the Green Goblin who everyone remembers).

Maximum Carnage is hitting the shelves in just a couple of months now, and as sad comics fans, we're all looking forward to seeing the finished product for our full review next month. Hey – maybe you'd like to join us for it.

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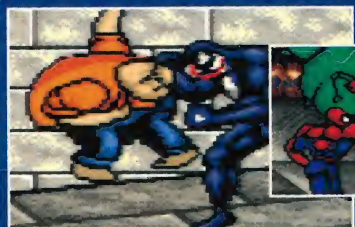
▲ Good job there's no crims round here.



▲ Tickle tickle! Ooh hoho, stop!



▲ Now come on, have a horsey ride!



▲ No-one could work out where the Doppelganger was on Spiderman's stag night, until at midnight he surprised everyone by jumping out of the cake. And killing everyone.



PREVIEW



16-MEG

BY:
PSYGNOSISRELEASE:
TBA

LEMMINGS 2: THE TRIBES

Lemmings was one of the most successful puzzle games of all-time.

Usually the brain-teasing

videogame doesn't usually sell very well, with laser-brained arcade junkies just not particularly interested. But Lemmings was interesting, providing smart, exceptionally animated graphics along with some exceptionally intriguing gameplay.

The sequel was released ages ago on the home computer formats and now it's about to land on the Megadrive. And it looks like being just as successful as the original classic. From the screenshots, you might imagine that not a lot has changed from the original Lemmings. Granted, the basic gameplay remains markedly similar to the first game, but Psygnosis have aimed to make Lemmings 2 even more entertaining, and have packed in even more variety.

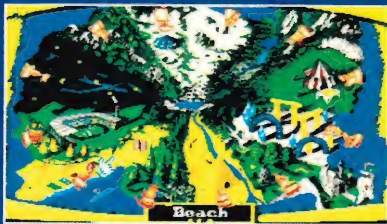
This boils down to the player having access to twelve different tribes of Lemmings, each with their own particular skills. So, you've got your Space Lemmings, Polar Lemmings, Shadow Lemmings and Sports

Lemmings... and a lot more besides. It's all rather exciting, really, isn't it? Lemmings 2 is shaping up really well. So well in fact that there could well be some review and showcase activity lined up for the very next issue. In the meantime, look at these pictures and snigger a bit at the captions that nestle beneath each.

SEGA



▲ More Lemmings. More puzzles.



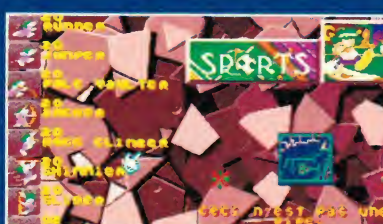
▲ The main map screen.



▲ A subtle hint here, eh readers?



▲ Some pretty basic graphics.



▲ The level breakdown.



SEGA

PREVIEW



16-MEG

BY:
DOMARKRELEASE:
DEC '94

BLOODSHOT

After a runaway success in the PC market, it was only a matter of time before the Doom clones arrived on console. And although you can expect to see the real thing on 32X, there's little chance of the Megadrive being able to replicate the technical mastery that this game employs. Or is there? Domark seem to think their latest title, Bloodshot, might just hit the spot.

Although Bloodshot has a rather extravagant plot involving scientists, mutilation, computers and intergalactic aliens, I won't bore you with its intricate detail. Suffice to say, you are a 21st century technowarrior, hired to both rid an alien ship of ruthless enemy robots and destroy the 12 plasma nodes which allow the ship to operate.

Taking place in a labyrinth of dead ends and booby trapped mazes, the action is both fast and furious, with droids leaping out of the darkness and ruthless monsters spraying you with bullets of every kind. Played from a Doom-esque first-person perspective, you pick up weapons strewn along the ship floor, then use them to blast seven kinds of alien goo from the filthy rebels.

Unlike Zero Tolerance (currently the only other game of this style on the Megadrive) you're not only battling against deteriorating health and an onslaught of weaponry, you also have to find your own oxygen too. And once a plasma node is destroyed, the screen begins to flash red, and you then have roughly a minute to find your way out of the level – without the aid of a map. Tough stuff and no mistake. Currently around 80% finished, Bloodshot looks absolutely stunning. By far the most incredible feature though is its two player mode. This is carried out via a split screen, and considering there's no DSP chip, the fluidity and speed is amazing. And since you don't need two Megadrives or two copies of the game to use it, this could already be good enough to blast Zero Tolerance into oblivion.

SEGA



▲ "Excuse me, would you mind awfully if I shot you to pieces? No? That's alright then."



▲ Although Bloodshot doesn't have all the texture mapping and DSP chip-ness of Zero Tolerance, it does have some very polished graphics. The two-player mode is especially stunning as the viewing window is full-size, yet there's no slowdown at all.



▲ Weapon heaven! These are all the lovelies you can pick up throughout the game, including oxygen tanks, keys to open doors and mines (best avoided).

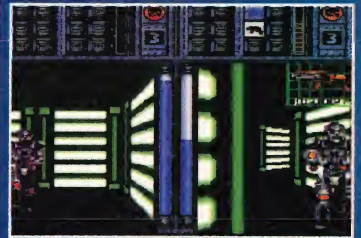
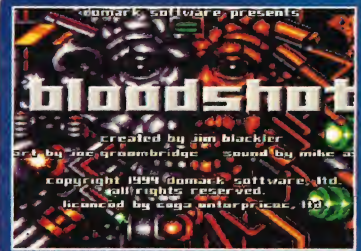
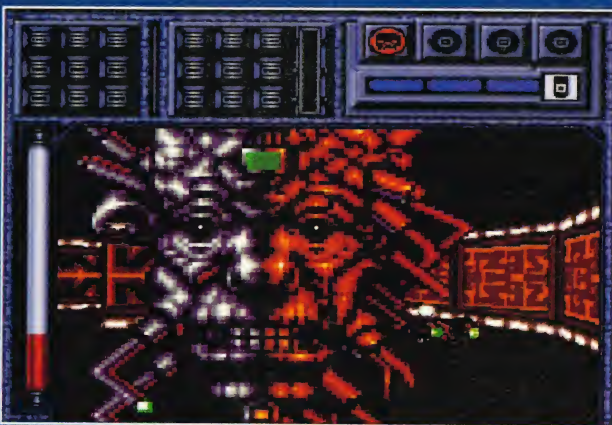


▲ Kill! Kill! Maim! Maim!





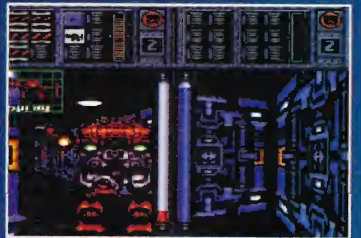
▲ It's the new look Sega VR system. Only it isn't really.



▲ Kill or be killed!



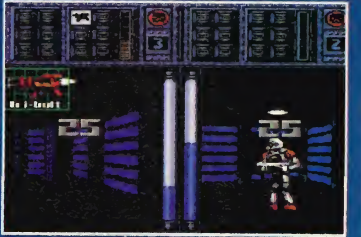
▲ Mutant Mayhem!



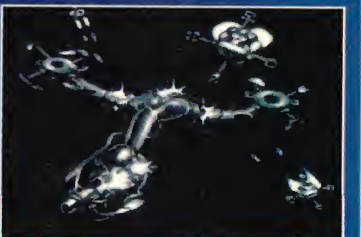
▲ Ulp! An overgrown Transformer.



▲ Find your way out or die. It's that simple.



▲ Ooh no. I think I'm lost. Umm...



▲ This is where it's all happening folks. Planet Zodar, or something.

PREVIEW

PREVIEW

8-MEG

BY:
US GOLDRELEASE:
NOV '94

POWER

Racing games, eh. Can't live with 'em, can't live without 'em. However, apart from Virtua Racing, there's been a distinct lack of originality in the titles of late. Cue US Gold's Powerdrive – a racing game with a difference.

And just in case your wondering, the difference is that instead of creating unrealistic cars that go a trillion miles an hour without crashing, developers Rage have dipped into the more realistic world of rally driving. Based loosely around the world Rally Championships, the object is to record the fastest possible times over 48 tracks, without smashing your souped up street car to smithereens. The tracks are divided between nine different locations, and a variety of adverse weather conditions, which become progressively worse throughout the game. To progress to the next level you'll have to finish in the top five, as well as completing a skills test – consisting of handbrake turns (boy racers should love this one) reversing, navigational skills and slaloming.

In all, there are six cars to master, ranging from a Mini, to an RS Cosworth and a Toyota Celica. Of course, you'll begin with the Mini, but once your handling is up to scratch you'll be awarded with faster, more agile cars. Also, the vehicles aren't just the same car dressed up in different graphics, they all handle very differently. And in the name of realism "research", the programmers spent time at both car developers and Rally schools, mostly to experience the horror/delight of being chucked about at ridiculously high speeds then attempting to stop without shooting through the windscreen. They've been working on recreating this atmosphere in the game, and from what we've already seen it's been conveyed pretty well. Just how well though will be decided by our very own reviewers in the next issue of SEGA MAG.

SEGA



▲ Although the screen shows what gear you're in, you can't change any of them yourself – the game does it all for you.



▲ Ram him. Go on, smash him off the road!



▲ Steal a car! Go joyriding!



▲ Boy racer style!



▲ Look! He's left a big wad of cash on the road! Maybe it's a bank robbery or something.



DRIVE



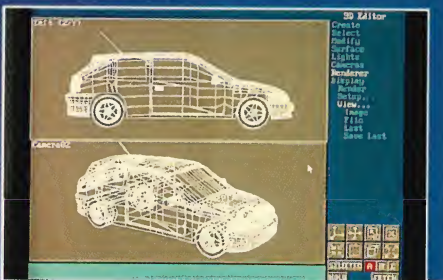
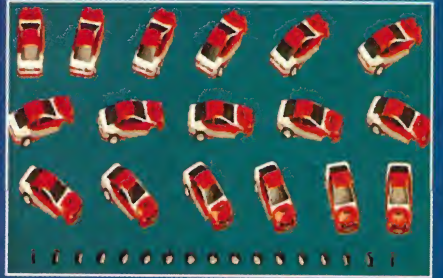
▲ This is a skill test, which must be completed before progressing to later levels.



▲ Coo, it's just like a real driving test, isn't it?



▲ Cor, look at the bonnet vents on that.



▲ Each car was created using 3D studio, a similar but much cheaper version of Silicon Graphics. The result was then modified for the Megadrive, although more than a little detail was lost along the way.

LETTERS

Hello, it's Boo

Radley from To Kill a Mockingbird here. I thought I'd take time out from scaring neighbourhood children to say "Aloha!" to all you SEGA MAGAZINE readers. You know, sitting inside all the time whilst the townsfolk elevate my exploits to a mythical status can be a real drag, and there's nothing I like more to help me pass the time than playing on my Megadrive. And there's no magazine I like more to help me out when it comes to those tricky cart-buying decisions than SEGA MAGAZINE, so I am of course delighted to introduce the Letters Page for those wacky SEGA MAG guys. And girl. Anyway, if you'd like to have your say in the mag, why not write in to this section at the following address: **HE'S PLAYING AS KNUCKLES, IT'S SURE TO MEAN LOTS OF CHUCKLES LETTERS PAGE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** And on your way home, kill all the blue-jays you want, if you can catch 'em, but remember – it's a sin to kill a mockingbird. V'all come back next month now.

WHAT A BORING TITLE

DEAR SEGA MAGAZINE, I would like to voice my opinion and views on your magazine and its contents. OK, here we go. When I first saw your magazine in my local newsagents my attention was first grabbed by the title – SEGA MAGAZINE. I thought "That's a boring title". Then I saw that it said "Britain's Only Official Sega Magazine". Then I thought "That's great – they're official so they'll be able to give me, the reader, the first reviews, news and everything else I want to know the same as any other mag – but they're official so they'll get the news etc first and be able to state the facts, not "Erm, we think there might be a dead good game called Landstalker coming out" – they'll be able to give me clear, fast, precise, up-to-date and interesting info". And for once, I was RIGHT!! Your magazine gets the first news and exclusives – I haven't bought any other mag since December other than yours. It's absolutely fabulous! I'm very impressed – plus, you seem to have got all the best stuff from other (inferior quality but still good) mags, bunged them into yours and come up with the best mag I've read. Oh yes, I would like to be a computer journalist when I'm older. Do you have to be good at games? I'm good at English, French and German. Is this the right area to concentrate in? I know I'm only 13 but next year I'll have to decide what to do for my GCSEs. And finally, my mate reckons there's going to be a game called Sonic & Knuckles. Is this true? PD, Malvern, Worcs.

SM: I'm quite surprised all the copies of SEGA MAG hadn't been sold by the time you'd finished all that thinking, but thanks for the compliment anyway. As for your query regarding journalistic qualifications – blimey, doesn't anyone have careers officers anymore? – you'll be wanting to take as many language subjects as possible. History and Geography are pretty safe bets. Woodwork is not much use.

I WAS ON HOLIDAY

DEAR SM, Whilst reading the utterly brilliant issue 8 I came across the letter from Ian Phillips who said he had seen the Game Gear version of Streetfighter 2,

needless to say you were reluctant to believe this story. Well, whilst I was on holiday in Tenerife last month I also saw Streetfighter 2 for the Game Gear, a totally unofficial version in a clear plastic box, but nevertheless a Streetfighter 2 GG style. I did actually see it running on a Game Gear and would have bought it if I wasn't about to sell my Game Gear. I'm not sure about the number of characters in the game but it does exist and looks extremely close to the Megadrive version and costing £35. I don't know whether you know this but other game Gear carts included 60-in-1 carts with rip off versions of Nintendo's games on them along with Jurassic Park and Mortal Kombat and many other new games. These are obviously illegal so why don't Sega do something about them? Onto another subject. Would it be possible for Sega to make plug-thru memory carts for the Megadrive, then plug the game cart into the memory to play it. Games are obviously going to get bigger and bigger, also prices will be going into

Neo Geo proportions. This would mean that we only have to buy the memory once and the price of games would surely drop. I know Sega of America were thinking of doing modular carts with the SVP chip in it before the advent of the 32X to save putting the SVP chip in every cart needing it, then plugging the game onto the top. I know that all carts use the same memory chips, so do you think it would work?

I also have one teeny question for you, my

Megadrive has had the circuitry adapted to run any cart from any country with no problems (total compatibility), so could I run Jap or American Genesis/Megadrive 32X and run it and its foreign games on my Megadrive?

Thanks for your time, Graham Hall, South Shields, Tyne & Wear

SM: Actually, since Ian wrote to us, Capcom have indeed discussed the possibility of releasing Streetfighter 2 on the Game Gear, although it's unlikely to be the pirate rip-off you both saw. As for your second point, well, that isn't quite how memory works with cartridges, unfortunately. Otherwise, each console would just have about forty megs as standard and you'd have to load games up instead of just plugging them in. A games cartridge is, in effect, an expansion to the system and not merely a hunk of code. But it was a nice idea anyway.



PETER WRIGHT 4 KYLIE

DEAR SEGA MAGAZINE,
Since every other console magazine has slagged off Kylie Minogue or playing Cammy in the Streetfighter movie I thought you would be different since you are far more intelligent than them, but I was wrong, but let's just get some of your facts about her right shall we, Kylie is in fact a very good actress, no I'm not talking about her role in Neighbours, but her first movie the Delinquents. All of Kylie's singles have been in the Top 20, 15 in the Top 10, all of her five albums have also been at Number 1 in the album charts and the reason for her "so-called" lack of chart success lately is because for the past year and a half she has been recording her new album with dance label "deconstruction" and with the likes of St Etienne, Pet Shop Boys, Primal Scream and Prince, so she's hardly looking for work is she, also although she isn't English she can speak in an brilliant English accent so there. Finally I'd like to have a little rant about the Mega 32X. At first Sega said it could do arcade perfect conversions of its arcade games, now though it seems it can't, it looks to me like the Mega 32X may turn out like the Mega CD, a massive flop which everyone takes the p*** out of.
Peter Wright, Dover, Kent.

SM: Oooh! Peter fancies Kylie! Peter fancies Kylie! Alright then, Mr Pop Music Smartypants, but did you see her perm when she was in Neighbours? Sheesh! And by the way, how do you know she does a brilliant English accent, eh? I mean, apart from Saturday Superstore (or whatever it is these days), it's not like the British thespian establishment has been breaking down her door, exactly.



THAT'S THE KIND OF BULL I HAVE

DEAR SEGA MAGAZINE,
I need a favour. I need you to try and point out to my rather sad brother that console copiers are NOT good things. "It won't do Sega much harm if it's only you doing it" etc etc etc. That's the kind of bull I have to put up with every day. He knows a shady bloke who knows another shady bloke who can get one easily for under £200 ("That's less than 5 games"). Please tell him why they are wrong, 'cos he just will NOT listen to me. I'm afraid I'm asking you to be (gulp) serious!! (AAAGH!)

Chris Sweeny, Lesmahagow, Lanarkshire, Scotland

SM: Strangely enough, this coincides neatly with ELSPA's new crackdown on console piracy. Your brother would not be doing himself any favours getting hold of a copier. If he doesn't like the price of games, he can always rent them. It works out much cheaper than the hefty fines doled out for owning pirated software. And no matter what he reckons, piracy in any capacity DOES harm the industry, and drives games prices still higher.

I WENT HOME WHIPPED

DEAR SEGA MAG,
Please help me because I am totally confused. A week ago I bought Streets of Rage 3 for my Megadrive at the rather reasonable cost of £49.99. I went home, whipped the cart out of the box, plugged it in and switched on my system. You can imagine my surprise when I saw Axel wearing black jeans and a yellow shirt, because in your review he wears his usual blue and white. My initial surprise turned to dismay when I started playing the game as him, because the music sounded a bit off-key and slowish, and sometimes you don't hear the sampled voices and smacking sounds. However, the game did play faster and was a great deal harder than Rage 2. Having remembered what you said a few issues ago about import carts being dodgy, I took it back thinking the shop had sold me an imported version. I didn't want it changed for another one thinking they would give me the same thing, so after much discussion they reluctantly



gave me my money back. I eventually got another copy from John Menzies – a store that always stocks brand new official copies of games. Yet when I took it home I was shocked to find it was exactly the same game! They even had a huge display with about ten copies of the game in stock! This is why I am confused. I am hoping you will set my mind at rest. My version has Axel in yellow and black and some of the samples get cut out from time to time – apart from that it plays a mean game and is faster than Rage 2. Have I got an official copy or are all the shops around my area selling imported copies?
Kevin Jones, Dumfries, Scotland.

SM: Sorry about that, Kevin. Axel spilt ketchup all over his nice white shirt shortly after our pictures were taken, and has indeed adopted his new yellow and black look for the official versions of the game. The sound problems you mention seem a little strange – are you running the game on an import

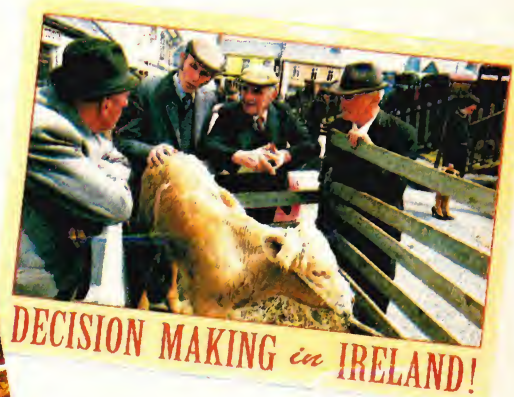
Megadrive? Anyway, you've got an official copy, and that's what matters.

I WOULD LIKE YOU

DEAR SM,
I would like you to advise on which computer game to buy for the Sega Megadrive. Which game would you recommend out of: Sensible Soccer, The Chaos Engine or Incredible Hulk?
PS I think your mag is the best.
Your great fan,
Liam Talbot, Leixlip, Co Kildare, Ireland.

SM: Well, it depends on whether you want a soccer game, a shoot 'em up or a platform game, really. However, I wouldn't bother with the Hulk if I were you, it's a bit dull. Sensible is best with two players, so if you're going to be playing on your own, go for Chaos Engine. Or maybe Sensible.

PUT THE PRICE UP



DEAR SEGA MAG,
I am wondering about the future of your magazine. When the Megadrive 32X and Saturn come on sale, Sega obviously will bring loads of games out for the consoles, and no doubt you will review the games monthly. Therefore, there will be less space for other consoles, so will you scrap some parts of the magazine or shorten some parts. Or will you make the magazine bigger and put the price up. Or finally, will you dare give the Master System, Game Gear, Mega CD and probably Megadrive games little or no space. Please tell me, so I can decide whether or not to keep buying your magazine or not.
Thomas Skinner, Notts.

SM: Don't you think you're being just a little bit premature here? It's going to be a while before production is at full speed for either the Megadrive 32X or, especially, the Saturn. However, we do already have plans for what we're going to do once the full-scale coverage starts, although it's waaay too early for us to tell you what. Don't worry about it though, there'll be no reduction in our coverage of the existing machines.

NOT ONLY THAT, IT'S CRAP

DEAR SEGA MAGAZINE,
 Congratulations on your magazine. I am writing to you to ask you if Sega are going to duff up most of the decent arcade games that are converted to the Megadrive, as they did with Sunset Riders. Before your great magazine came out I read a review of it in a different mag. It rated the game as a must, so for Christmas I went up to Manchester to see my cousins. To my surprise I saw this £49.99 game on sale for just £19.99, so I immediately bought it. When I got home I turned the game on and was disappointed to find only four levels, and the horse riding stage (probably the best level in the arcades) had been turned into a bonus stage. I also found that you can no longer run across the bulls, and not only that, it's crap. Konami have now brought the game over to the SNES and my mate bought it for 35 quid. When I played it, it was nearly a perfect conversion of the arcade. I was widdled off that Sega would duff up such a great arcade game as Sunset Riders. It's the same with Fatal Fury and many other great arcade games too. Why? Also, I want to know how come English versions of great games such as Streets of Rage 3, Final Fight CD and Cool Spot are all missing features included in American versions (such as the 7-Up logo in Cool Spot).
 Leo Der-Galestanian, Hampton, Middx

SM: Well Leo, there's a number of reasons that games turn out to be a bit below par – it's not as if anyone intentionally sets out to make a poor cart. Games are expensive to produce, and there are deadlines to meet and all sorts of other restrictions. You can't really blame a software house for one or two duff games, as long as it isn't a consistent habit. Anyway, back to serious business – you'd make a great Indiana Jones villain with a name like that. I can just see you in your leather trenchcoat. With a glass eye.

I COMMITTED MORTAL SIN SHOCKER

DEAR SEGA MAGAZINE,
 I found something out with your level



select in issue 8 for Micro Machines. I salute you! I committed the mortal sin of buying [a tips-based Sega mag] and oh dear, they are a bit sneaky. They mapped out the tracks of Micro Machines, meant to be for the Game Gear, but half the tracks didn't exist, such as race 10 "The Potted Passages" which is really "Fruit Juice Follies" or race 11 "Handyman's Curve" which is "Bedroom Battlefield" or race 13 "Bedroom

Battlefield" which is "Pitfall Pockets". It carries on mixed up till race 25! Well done SEGA MAGAZINE for having your clever little heads screwed tightly on! As for [this other mag] they are a pile of what'sit lying on the side of the pavement outside a very cheap supermarket. VIVA SEGA MAGAZINE!
 From your proud worshipper,
 Simon Jackson, Bridport, Dorset.

SM: Why those dirty double-crossing rats! If I ever catch 'em I'll slit from groat to gizzard – and their horses! Cheers pal, pardner.

AM I MAD?

DEAR SEGA MAG,
 I apologise for writing about this again, but I'm angry. What am I mad about? Well, what do you think? That bleedin' Digitiser! Well, we all know how biased and unfair they are towards anything connected with Sega, so I can't say I was exactly surprised when I read their "review" of a very good game, Streets of Rage 3. To start with, you said it was brilliant. Mean Machines Sega said it was brilliant. Every other magazine said it was brilliant. So what do Digitiser give it? 75%. Yes, SEVENTY-FIVE PER CENT! They said that it was a 24-MEG cartridge, so at least they got one thing right. They also said that "All 24 Megs have been wasted." According to them, the graphics aren't much good and the music comprises of "Tuneless and wobbly" sounds. Apparently, the game "Doesn't get a chance to be anything at all" because you see all there is to see on your first go or something. The review was around 5 or 6 pages long, about three quarters of which were relentlessly slugging the game off. Finally they said it was just a rip-off that you get tired of within a couple of weeks, just like Sonic 3, Sub Terrania and Virtua Racing. Now, let's think this over logically, shall we? How can one feeble little Teletext channel be right and about 8 proper magazines be wrong? Personally, I ignore everything that I read on Digitiser, and take notice of SEGA MAG. I'm off to buy Streets of Rage 3 tomorrow. Goodbye.
 Paul Johnson, Skegness.

SM: He's back! Paul, are you sure watching this much Digitiser is good for your health? Aside from the possible mind-numbing effects of sitting in front of a Teletext screen all day, you seem to be of a pretty sensitive disposition where games are concerned, and it's quite possible Digitiser could induce a coronary. Stick to defending the Mega-CD, you're good at that.

SEGA

That's enough from me for this month, I'm off to make some more paper chains and repair a couple of pairs of trousers. Watch out for next month's hilarious comedy double act where George and Lenny from Of Mice and Men tickle your ribs!

GOOD ENOUGH TO EAT!

Actually, we're not lying either. Not only does the latest edition of Britain's best-selling Sega magazine feature **EXCLUSIVE** coverage of

Sonic
Vs Knuckles,
Earthworm Jim (the first
review no less), Mega
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Ballz, and BubsyII (another
exclusive review,
actually)

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Well, here we are again folks. Despite the stifling heat in this office, the mail has still been opened and once again we've managed to answer all your questions. Well most of them anyway. We didn't attempt to reply to Andrew Little's incredibly rude offering. As ever, if you have a gaming problem, drop us a line and if we can't solve it, we'll get on to the expert bods at Sega, who exclusively lend their help to SEGA MAGAZINE. Send your queries to: Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



WILL IT BE VHS QUALITY?

DEAR SEGA MAG,
I've bought a Megadrive and a Mega-CD (well my parents did), and although I'm impressed with the graphics, the gameplay is very disappointing. I'm quite new to the CD world, so I have a few questions that need answering: 1 What are CD+G's? 2 Where can I get hold of them and how much do they cost? 3 Which FMV CD game is best: Dracula Unleashed, Sherlock Holmes 2 or Double Switch? 4 When the Megadrive 32X is released, will it upgrade games like Dracula Unleashed to VHS quality? 4 Are there any cheat adaptors for the Mega-CD?
SIMON JONES, LEIGHTON BUZZARD

SM: 1 It's a form of video-on-CD system that isn't very good at all. The quality is really poor and it's rarely used nowadays. Double Switch, by a long way. No, although new games for the 32X will have a much higher quality FMV. 4 Nope.

HOW DO YOU GET TO SMOKE?

DEAR Q&A,
I have owned Eternal Champions for five months now, and I still can't beat the eternal champion. Do you know of any cheats that could help me? Also, are there any cheats for Mortal Kombat II on the Megadrive? Is it true that if you gain five flawless victories in Mortal II, you get to fight Jade? Also, how do you get to smoke?
SKOTT JASONSON, DEVON

SM: Unfortunately, there's no cheats to help you beat the eternal champion, you'll just have to graft on through it. There's no cheats for Mortal Kombat II either, as at the time of writing it's not even out in the shops. Yup, gain five flawless victories and you'll get to fight Jade. When you want to smoke, simply stroll into your local newsies and demand "Twenty bennies mate, and a box of matches." It does the trick every time. No, really.

I REQUIRE INFORMATION

DEAR SIR,
I am writing to ask if it would be possible for you to send me the address of Sega UK. I require it as I am currently working on a school design and communication project concerning computer game advertising techniques. I look forward to hearing from you.
MISS C OLIVER, HERTS

SM: Seeing as you asked so politely and everything, here's the info you're after. Sega's address is: Sega UK, 247 Cromwell Road, London SW5.

I'M CONFUSED

DEAR Q&A,
Could you please answer these questions: 1 I am very impressed with your MD32X previews, but I find a couple of things confusing. Could you please print a brief summary of all the chips in the machine, and explain what they do.

2 My friend has a CD32 and he says it is much better than the MD32X. Is this true? He also keeps talking about the AGA chip. Is this a really great chip?
MATT WHYARD, NOTTINGHAM

SM: 1 The 32X spec is as follows: Basically, there are four different chips in the 32X. The two main RISC processors, known as SH2s, control the show. Rated at 40 MIPS, they're pretty powerful. The system also has a new video digital processor that enables it to display up to 32,768 colours. A new sound chip allows for sampled sound of CD quality. There are also some memory chips in there, providing 512K of extra storage for game variables and suchlike. 2 The AGA chipset is used in both the CD32 and the Amiga 1200. It's pretty outdated now and is no match for the far superior 32X.

ANSWER THE QUESTIONS

PROPERLY YOU FOOLS

DEAR Q&A,
Hello there, it is I, Paul Dennett, writing to you for the second time. I'm writing to you in the hope that you will answer my somewhat tricky questions:
1 Could you please give us the right answer to A TREKKIE'S question a couple of issues back. He asked if the Megadrive/Mega-CD/32X could play Saturn games, NOT the other way around. Please give him his answer.
2 Due to the Megadrive 32X's extra processors, will the 32X be able to increase the CD ROM's speed, or will it always remain a single speed drive? 3 Will the 32X be able to display more than 256 colours on screen, or is this the maximum amount?
4 Will Daytona ever be converted to the Megadrive 32X, or will it be Saturn only?
PS I have found a hidden video clip in Double Switch. Play through to level three, begin the level, then leave the controls alone. When the game over sequence rolls (when the handyman screams at you) press left, A, Up, Right, A (Laura) and hey presto, a hidden clip! By the way I finished the game in three days. Is this a record?
PAUL DENNETT, DUMBARTONSHIRE

SM:NO! The two machines WILL NOT be compatible. 2 However fast the processors run, the Mega-CD is still only a single-speed CD unit. However, better forms of data compression can be used which produce better quality video. 3 According to Sega, 256 colours on-screen is the bare minimum. 32,768 is the maximum colours on-screen at once. 4 It will be Saturn only.

I'M TIRED OF STREETFIGHTER

DEAR SM,
Is it true that Capcom are going to make a Street Fighter II film? If so, will it be a cartoon animation or a real film?
2 Will Sensible world of Soccer be released on the Megadrive? If so, when?
3 How much will Mortal Kombat II cost on the Megadrive?
4 Why don't Capcom make some new games - I'm get-

ting tired of Street Fighter III!
ASHER FORRESTER, LONDON

SM: Capcom are in the process of filming the Streetfighter movie as we speak. In fact, there's a feature about it in this issue. However, there's a Manga version of events also currently under development too (as reported on a couple of months back). 2 Sensible Soccer international should be in the shops already - but there's no plans at the moment for the new Amiga game to be converted. 3 £59.99 is the price we've heard. 4 Quite.

WILL SNOW BROS BE RELEASED HERE?



▲ No matter how much you plead, Sega will never release Snow Bros over here.

HI SEGA MAG,
I'm new to the Megadrive scene, having bought a Megadrive with Sonic 1 last week. I'd like to ask the following: 1 I saw a review of the Snow Bros in a magazine some time ago. Is this game ever likely to be released officially? 2 Will Powerdrift be released for the 32X? 3 Any chance of a quick extra lives cheat for Sonic 1 or 2?
ANDREW SANDERS, CAMBRIDGE

SM: No, and you'll probably be hard pushed to find it on import any more. 2 There's been no confirmation yet. 3 No.

I AM WRITHING OVER SEGA

DEAR SEGA MAGAZINE,
I am writhing to you about Sega's 32 bits the Saturn and MD32. I think that Sega should scrap the Saturn and make it more powerful than the PSX and NINTENDOS 32bit becues if they don't that means that Sega are going to be third best on the 32bits and every one os going to biy psx or Nintendo 32 bit is more powafull so scrap the 32 bit make the MD32 more powafull than the psx. So Nintendo will need to make a 32bit to stay in the coppertishen so wen they reles a 32 bit Sega can make the Saturn more powafull so sega can be number one on the 32 bits and possably the 64 bits as well. If Nintendo reles their 64 bit forst. And allso sega clam that they can reles a 32 bit tomorrow so they have no problms. I can complet VR Racing and there is no ending and I was really pisdf because i spent £70 on a game that has no ending. What is the world com-

ing to. Is there going to be a Virtua fighter 2?
D LUNCH

SM: A shining example of one of the more intelligent readers of Saga mag. Why karn't we have more letters like viss?

WHAT'S THE POINT

DEAR SEGA MAG,
I would be most grateful if you could answer a few of my questions concerning the 32X.
1 One Sega mag said that Daytona probably won't make it to the system now, If this is true, what's the point in bringing out the add on at all?
2 Will the 32X come packaged with a free game?
3 Finally, Does the steering device on the Virtua Racing advert exist? If so, where can I get hold of one, and how much do they cost?
ANDREW PILK, SUSSEX

SM: 1 Just because Daytona isn't destined to appear on the 32X, doesn't mean that the whole machine is doomed. There's loads of great games set for release among them, great titles such as Virtua Star wars and VR Racing Deluxe. See the point now? 2 No. 3 Yes, it should be in the shops now.

WHAT ABOUT CREATURE SHOCK?

DEAR SEGA MAG,
In Issue 6 you said you were going to take a trip to Argonaut to see the forthcoming game, Creature Shock, but you never did. What happened? Is Duel just a Demo? I've just bought a mag from Canada and next to the Duel game was a section about Alien Trilogy. Do you know anything at all about this title, as it looks ace. Please answer my questions this time, as I've tried before to get letters in and they never succeed.
MATTHEW WHITTLE, YORKSHIRE

SM: There is still very little to see of Creature Shock at the moment, but as soon as there's something worth seeing, we'll run the feature. 2 The pictures we printed of Duel were taken from a running demo, and we haven't seen any later stages of the game as yet. We should also be featuring an Alien Trilogy preview in a couple of months. Acclaim are busy developing the title at the moment, although there's still very little to see.

PLEASE EXPLAIN

DEAR SM,
I am a Megadrive owner who is currently thinking about buying a new machine for around £200. Please could you advise me on what system to buy and explain whether you need a Mega-CD to use the 32X.
DAVID SLANEY, YORKSHIRE

SM: Well, for around £200, it looks as if your best bet is the Megadrive 32X. This will effectively upgrade your Megadrive to a 32 bit machine, and you'll get to play a whole load of games that would never be possible on the Megadrive or the Mega-CD. And incidentally, you don't need a Mega-CD to play the 32X. And you'll have £50 spare from your £200 budget in order to buy a top new game.

WWF FREAK

DEAR SEGA MAGAZINE,
1 On the actual 32X, will there be a slot for Mega-CD games, so you can play CD games without owning a Mega-CD? I hope this is true, as I desperately want Rage in the Cage, but don't have a Mega-CD.
2 Failing this, will there be any WWF releases for the Megadrive 32X?
3 Will the 32X have FMV?
4 Will EA release Theme Park on the 32X?
CHRIS "HEARTBREAK KID" WARD, WIGAN

SM: 1 No. 2 Possibly, although we've not heard anything yet. 3 What do you mean? FMV isn't a hardware feature, you fool! . 4 They haven't confirmed anything, but it's highly probable that they will.

MORE SONIC PLEASE

DEAR SEGA MAGAZINE,
I have a few questions to ask you:
1 When will the next "Sonic only" game be released?
2 Will there be a Sonic game on the Megadrive 32X?
3 Here's my design for a new console.
ANONYMOUS

SM: Well, there's Sonic and Knuckles which is featured in this magazine. 2 Probably. 3. Oh good.

IS IT ONLY VIRTUA GAMES?

DEAR SEGA MAG,
Please could you answer the following questions:
1 Will there only be special games for the Megadrive 32X, such as the Virtua games, or will there be other games too?
2 Which is a better buy: Chakan for £19.99 or Revenge of Shinobi for £16.95.
TOM, EIRE

SM: There will be all sorts of games for the 32X. the "Virtua" tag is just a name used for a specific type of game (as in Virtua Fighter).
2 Revenge of Shinobi is by far the better game.



▲ There's loads of games lined up for the 32X, and they're not all Virtua titles, you know.

IS IT BROKEN?

DEAR SEGA MAGAZINE,
I recently bought Streets of Rage 3 and was wondering how you change Axel's clothes to blue and white as I prefer those colours. On the cover of the box Axel is wearing blue and white (as he is in your mag) but when I play a two player battle, Axel is wearing blue jeans and a yellow shirt. My Megadrive and my copy of Streets of Rage are both English. I've also noticed that Blaze wears grey, although in your magazine she wears red. What's going on? Is my Megadrive broken?
DARREN WILLIAMSON, THETFORD

SM: Your Megadrive isn't broken, it's just that when we reviewed the game, the final changes to sprite clothing hadn't been made. For some reason, Sega Europe decided to change the colour of Blaze's clothes to grey (and they also omitted a couple of dodgy transsexuals that the Japanese created). Anyway, it doesn't make a difference to the gameplay, so I wouldn't worry about it too much.

SEGA

how to get a head

So, what's going to be top of your Christmas booty list this year? If you got any sense, there's only one thing you'll want — a broken doll. No really, this year everyone is going to want their very own Dynamite Headdy doll. Lord of the Wiggly Puppets, Tom Guise, has completely lost his head over this game. Find out why.



PUPPET PROLOGUE



Welcome to Toytown! Harmonious home of all toys. From Playmobile to Boglins, they all live here.



Great Sylvanian Families! An evil robot and he's shovelling all the little toys into his basket to take to...



Dark Demon's castle! Here the toys are tested for quality. Good ones are packed ready for delivery...

Dear Dr Comfort, I am writing to you because I'm at my wits end and desperately need your advice. You see, I have a shameful problem - I'm insane. Up till recently I led a normal healthy life, sitting in my room all day with my collection of camping catalogues, but all that changed when I played this game called Dynamite Headdy. When I was younger I

used to dream of being a great hero like Captain Nemo or Spartacus, but now I only want to be one thing - a toy with a broken head. When Uncle Geppetto first carved my frail body from a hunk of magic meat, he said that one day I'd become a real toy and he was right. None of you crackpot quacks will stop me, you hear? You can strap me up in this psychiatric ward, you blasted cowards, but you won't knock the puppet out of me. Just you take this neck brace off me and I'll pummel you with my detachable head. Bop! Bop! Bop! Toys of the world unite!

A Richard Leadbetter fan.

SUPER PUPPET ACTION!

Dynamite Headdy. Just you remember that name because, mark my words, this head-strong fella is going to be HOT stuff! The star of Sega's latest Megadrive platformer, he's rather an unlikely hero, being a broken puppet with a head that keeps coming off. However, brave little marionette that he is, Headdy has turned this humiliating disability to his advantage, developing awesome head-butt powers. Yes collectors, Dynamite Headdy is the ultimate toy for children who enjoy conk-bonking high-jinks. Featuring revolutionary Super Puppet gimmickry, his head fires off to CLOBBER his foes, much to the amusement of others. Plus, he can SWAP his noggin for a variety of others, each with its own unique Head Action for extra top-bopping fun and frolics!

HERO ON STAGE

Yes, it's a platform game, but Dynamite Headdy isn't just any old platformer. In fact, it's probably the maddest game you'll ever play. The whole game is set out like an extravagant theatre show with Headdy as the star.

From the opening curtain call when Headdy drops onto the stage, to the Game Over screen when he runs out the backstage door, the attention to detail is staggering. The backdrops are made of painted scenery, peeling away in places away to reveal the supports. At times, Headdy even ducks behind the scenes to battle away backstage. Look closely at almost anything and you'll see how it works. Clouds slide along washing lines, platforms are held up by bolts and ropes, even the bosses are run by clockwork.

IT'S SHOWTIME!

If the game is a theatrical performance, it isn't just a pretty play. This is definitely an action show! Dynamite Headdy has been programmed by Treasure, the people who put together Gunstar Heroes - easily the most action-packed game on the Megadrive - and it shows. Each of Headdy's levels is packed with all manner of mind-blowing contraptions and bad guys to face.

However, there's no point in trying to tell you about the game. I can't hope to capture all the excitement in words and besides, it'd be impossible to describe some of the bizarre things you come across. Nope, there's only one way to give you a taste of the action and that's to show it to you. So here's your guide to the greatest show in Toytown. Laydees and gentlemen, hee-ere's Headdy!



... faulty ones though, are sent to the incinerator. Snotty little kids don't like reject shop misfits. Brats.



Super Puppet Action! Headdy the Hero busts loose of the garbage truck. And so our show begins!



HEAD ACTION!

Blimey! Headdy has a wider variety of heads than the Crowman. Try out the full range!



HAMMER HEAD

Extra strength headbutting. Good on baddies, essential on armoured doors.



DRAGON HEAD

Fires measly sparks from Headdy's nose. Not one of the better heads.



FAST HEAD

Super speed running, higher jumping and long distance butting. A bit hectic.



VACUUM HEAD

Sucks in everything. Great for reaching hard-to-get icons. Can't head-butt though.



SHIELD HEAD

Creates a ring of rotating fireballs that protect Headdy and destroy baddies.



SPARK HEAD

Firing out lethal sparks at all angles, this head is essential against bosses.



TIME HEAD

Stops the very fabric of time, so Headdy can attack baddies at his leisure.



BOMB HEAD

Its explosion acts like a smart bomb. Just make sure it's not on Headdy's shoulders.



INVISI-HEAD

Baddies can't hurt you, but you can hurt them. One of the better heads on offer.



TRIPLE HEAD

Three heads are better than one, especially for wide-range triple whammy action.



SLEEPY HEAD

At first it seems a bit duff, but a good kip actually restores Headdy's energy.

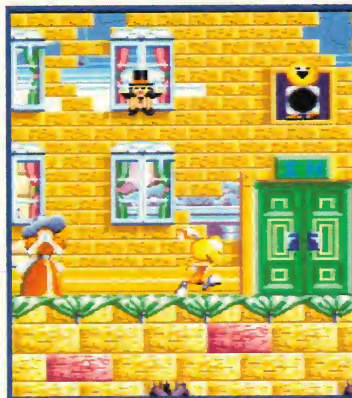


METAL HEAD

Crushing Headdy's little body under its weight, this head can spell disaster.

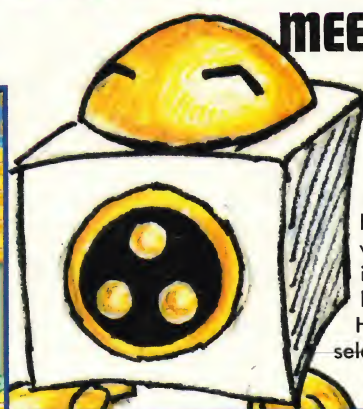
SCENE 2

HEAD OFFICE



Entering Toytown, our plucky puppet decides to get his head seen to. There are three practice rooms he can visit. It's not essential to go in them, but if you're new to the game they're good for getting to grips with Headdy. They also provide a chance for us to show you his range of moves.

MEET HEAD-CASE!



The first of Headdy's friends is actually a power-up box! By bashing Headcase when the correct icon appears in his window, Headdy can select an all-new head of his choice.



In the practice room he can test this range of heads on clockwork soldiers. In the proper game

though, his choice of head can mean the difference between life and death!



Pick the small head and Headdy can negotiate a miniature maze.



TOYS IN THE HOOD

At last the proper game begins as our super puppet heads into the rougher neck of Toytown.



Decisions, decisions But which way to go?



Go for spikey head and he can climb up the wall to face this dragon!

THE GETAWAY!

As with any good action show, Dynamite Headdy starts right in the thick of all the excitement. Having escaped from the Imperial incinerators, our puppet hero and his fellow headdies are on the run. However, Dark Demon isn't going to let them escape so easily. Whilst giant rockets crash into the ground, the evil robot reappears to capture the headdies. More of an interactive demo than a real level, there's actually very little to do in this scene. Nonetheless, it's a very dramatic opening to the game.



MEET HANGMAN!

He may look like a happy chappy, but Hangman plays a vital part throughout the game, hanging from platforms. By leaping up and biting him with his beak, Headdy can pull himself upwards. This skill is fully put to the

test in the practice room as Headdy has to scale a tower that leads up into space.

MEET BEAU!

At the end of each level, our hero has to confront a giant Keymaster boss, only sometimes it isn't always clear where to hit them. That's where Beau comes in, pointing out the target. This practice session has Headdy bashing at randomly appearing clowns, guided by Beau. Just like one of those Cracky Crab machines.



THE CAT!

As the chase ends, the scenery crashes down to reveal this sinister agent of Dark Demon hiding backstage.

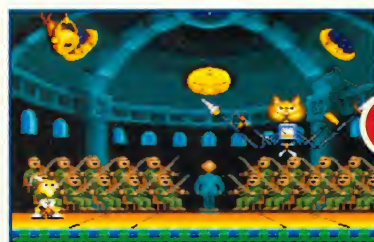
Providing little more than some fancy pyrotechnics he's very easy to beat, this time anyway. Note the little men dragging the scenery on in the background!

SHHH...

By performing certain tasks, Headdy can gain Secret Bonus Pionts. Some are hard to find, some are easy. For instance, bashing these weird creatures gains you two bonus points. Finding them all is quite a task, there are seven on this level alone.



KEYMASTER: MAD-DOG!



▲ The Cat returns and this time he's got some serious weaponry. This could be tricky.



▲ Holy Fabuland! Before the cat can act, a giant clockwork dog drops out of the sky, crushing him.



▲ There's your target - the tail! Just keep bashing it and he's dog food!



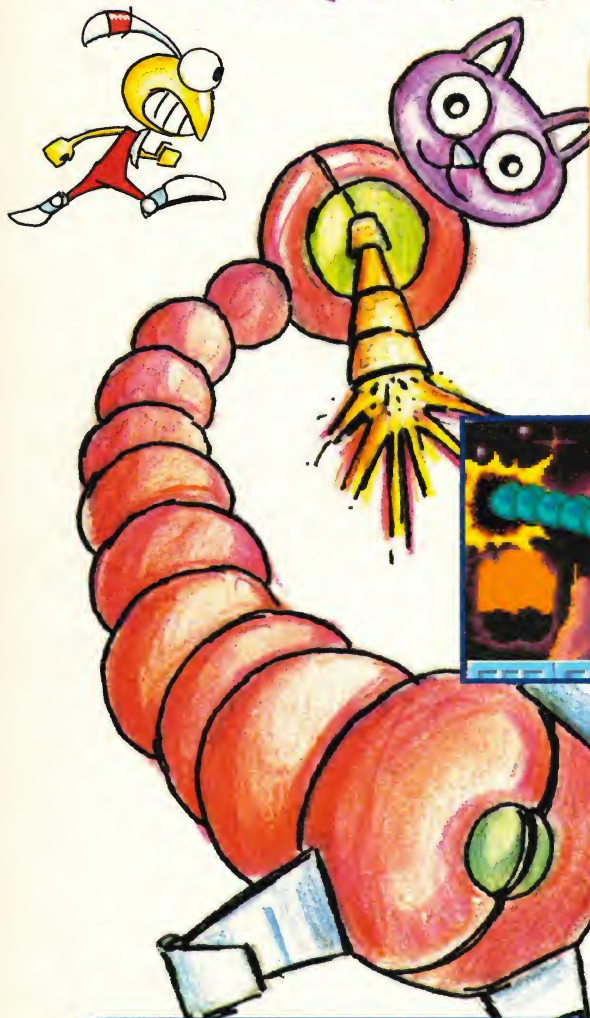
▲ Watch out for the things in its mouth like caterpillars, monkeys and here - a secret bonus point man!



▲ The fight is over and Headdy has the dog's clockwork key - proof that he's better than Dark Demon's toy. Unfortunately, a mysterious female Headdy appears and steals it from right under his nose.



SCENE 3



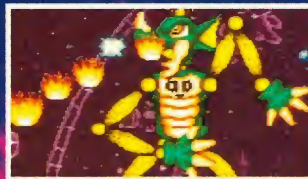
Bad enough that he has to avoid puppets, bombs and frogs, but Headdy also has to be careful this tilting floor doesn't drop him off the edge.



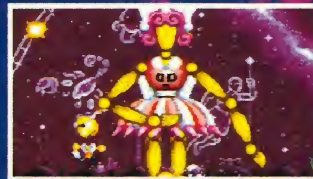
Just when it looks like the level is over, a huge metallic hand punches through the scenery dragging Headdy backstage to face – the cat! At arms length, Headdy now has to smash the contraption whilst being dragged at high speed through the backstage props.

KEYMASTER: CLOTHES ENCOUNTERS!

The main show begins and, horrors, it's a dodgy cabaret with a giant cross-dressing mannequin. Only by bashing off its costumes can Headdy get to its weak spot – the heart.



A dragon! Mind its breath.



Ballerina! Its tutu is lethal.



Robot Attack! Watch those extending arms.



Hit it now. Aim for the heart!



Whilst backstage, Headdy accidentally stumbles across another puppet show and the support puppet is just about to come on. This bizarre marionette actually separates its body and puppeteers its own hips around.

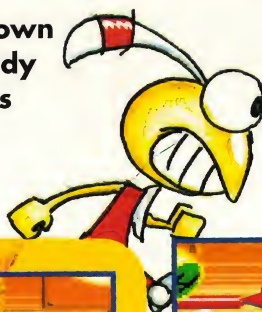


Each time Headdy beats a Keymaster, it releases a spray of icons monickered with a T. Collect enough of these and he gets an 'encore'. Normally when the game is over, the embarrassed Headdy races out the back door. Now however, the audience chant his name until he continues the game.



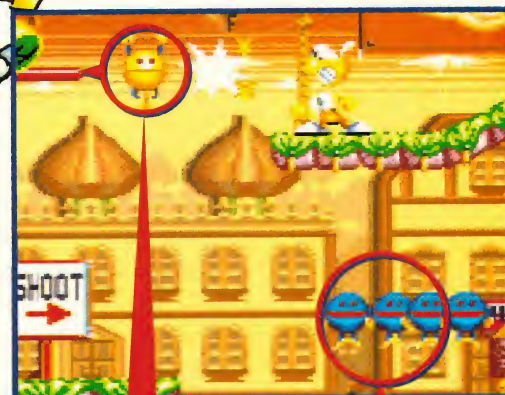
SCENE 4

Back in his own show, Headdy continues his quest.



HIT ME!

Bash these punch-bags and the scenery shifts, allowing Headdy to progress. Watch out for any 'shifted' props that are on the move though.

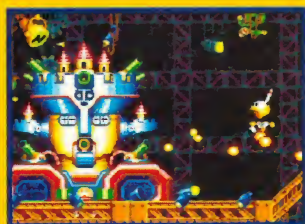


In a moment of cold-blooded horror, Headdy bashes these fish onto a skewer to use as a platform. As they die, their bodies go blue. It's quite horrible.



ANGER!

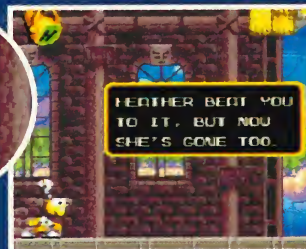
By pulling on a special Hangman, Headdy rotates the backdrops to reveal the mechanical workings beyond. Throughout the level he switches between scenic and backstage areas.



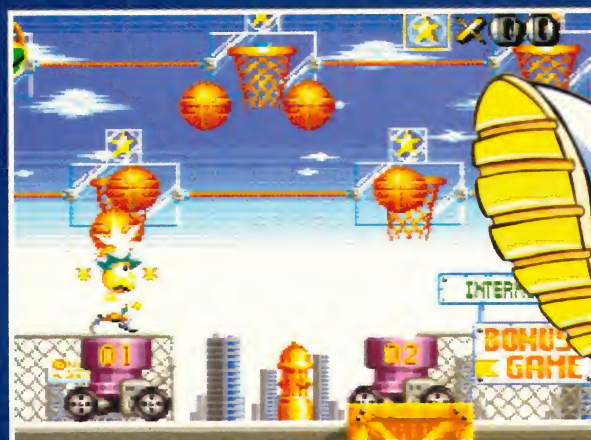
Backstage, Headdy comes face-to-face with this giant doll. He has to bash its head whilst avoiding its fists and the bullets it spits out.



These spinning platforms make for a wild and wacky time as Headdy bashes them around. Just be careful you don't snag his head on them. It does happen!



By the time Headdy gets to the end of the level, Beau tells him he's already been beaten to the Keymaster by the mysterious female heady, Heather. All that's left is a window cleaner.



Occasionally, a strange icon appears inside Headcase. Select it and Headdy enters a bonus basketball level. Each time he completes one of these stages he gets a number to remember. What this all means, as yet remains a mystery to us.



KEYMASTER: SPINDERELLA!



Waiting at the top of Puppet Tower is this dreaded hench-monster.



Stretch Armstrong's socks! Watch out for those deadly punches.



There's its weakspot. Just bash the drum on its back.



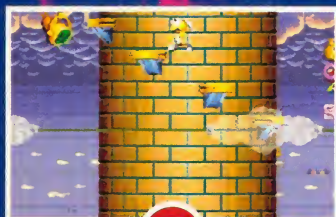
Hang on. What's it up to now?



Aargh! It's spun the screen around. There's Headdy in the background!

SCENE 5

Headdy's adventure takes an upward turn as our young puppet is now faced with the terrible task of scaling... Puppet Tower!



It's that scary cat again. What does he want now?



Wobbling Weebles! The cad is ripping chunks out of the tower.



Inside the tower it's no safer. Watch out for those inflatable snowmen.



These impressive-looking arms spin around, bashing the ground.



Avoiding these bombs is fairly easy.



This annoying beetle rolls all over the place. Use the Time Head to defeat it.

SCENE 6 FLYING GAME

Having defeated the boss at the top of Puppet Tower, Headdy has nowhere to go, except into the air. Fortunately, he has three flying heads to choose from.

THE TRENCH RUN!



Now Headdy the Hero has to enter this giant control tower!



Oh grief, it's that darned cat, trundling along some parallel tram lines.

PLANE HEAD!

With its twin machine guns, Headdy certainly has a wide-range attack. Best of all though, the plane can turn around and fly the other way.



ROCKET HEAD

It may have a thin beam, but the rocket's weapon is the fastest and most powerful. Definitely the best flying head to have.



Look out for the rocket with the dog in it. That's a secret bonus point!

BIRD HEAD

This bizarre creature drops little chicks out of its mouth. Almost useless against air-born foes, but deadly against ground targets.



the crane claw and send it plunging back to Toyland.

KEYMASTER: BABY FACE!



Barely has Headdy recovered from the hectic tunnel ride when a huge baby's head rears out from the clouds. Shoot it and it splits open to reveal a boy's head. What follows is a transformation from baby to grasping old man as Headdy tries to live longer than this ageing monster.



Watch out when he comes into the foreground. He lets off fireballs.



Haha! That'll teach him. A stop sign. Bop! Bop! Bop!



The pace picks up now. Headdy has to blast open gates and avoid electric walls.



Hang on, Headdy. You're almost out of this. Just avoid those spiders and...



... you're free. Phew, that was one hectic ride!

SCENE 7

Just when things seemed to be hotting up for a grand finale, the whole game changes as Headdy finds himself in the tranquillity of Headdy Wonderland!



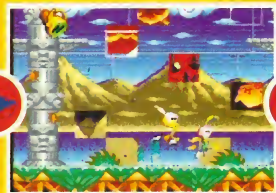
Ah, breathe in that air. Look at those puppet cows. Drink some puppet milk.



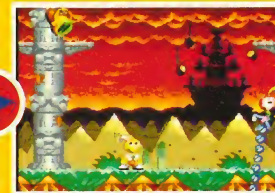
Uh oh! It's some nutty robot. And Heather. She helps you by throwing keys in the robot's back.



Raay! The robot is destroyed. Now we can be married and have little Headdies and, wha...



The ground starts to shake and, pane by pane, the backdrop falls away to reveal a horrible scene.



Haunting music plays. Suddenly this game isn't friendly anymore. And now Heather's been kidnapped!



The invisible head is probably one of the most useful in the game. By becoming invisible, you automatically become invincible too!



What now? Does Headdy get his girl? Does he become a real boy? There's only one way to find out - by buying the game. But is it worth buying? The answer to that can be found on page 84, where our theatrical critics give their opinions on the Megadrive adaptation of Broadway's Dynamite Headdy show!



▲ Explosive mayhem from the set of the forthcoming Street Fighter movie. Impressive eh?

▲ A moment of intrigue between beating people up.

Capcom ► reckon FeiLong isn't in the film. Who's this, then?



Come on, sing along – “everybody was kung fu fighting na-na-na-na-na-na-na-na-na”, because the Street Fighter movie is here! Yep, with no expense spared to bring you the cream of the acting community, Capcom are proud to present the very first peeks of Street Fighter – Shadowloo. And remember, you saw it here first!

SCENE ONE: FIGHT!

Unlike the game, where all the characters fight against each other, the film takes a more caring nineties approach, bringing together the fighters in a universal battle against a megalomaniac warlord (who just happens to be called General M Bison) and his evil pal Viktor Sagat (Wes Studi).

Set in 1995 in the midst of the Shadowloo civil war Colonel Guile (Van Damme) along with his Allied forces unit must rescue 63 hostage relief workers before M Bison's enforced 72 hour deadline is up. Otherwise he'll execute each and every one of 'em. The rest of the gang are roped in along the way, with Cammy (Kyles) playing Guile's sidekick and Ken and Ryu enlisted for their superior street fighting skills. Chunners (Ming Na Wen) is pitched as an intrepid reporter working on the story for Global network television, although it seems as if she may have more personal interests at heart. Could she be part of the evil crime syndicate too?

THEY'LL BE FIGHTING IN THE ST



▲ Dee Jay, Chun Li and Honda are cast as the media crew in this film... but Chunners is hiding a deadly secret...

▲ Bison here, looking exceptionally evil. Nice hat eh?

THE CAST

CHARACTER	WHO WE WANTED	REAL ACTOR
Guile:	Jean Claude Van Damme	Jean Claude Van Dame
Bison:	Eric Cantona	Raul Julia (The Addams Family)
Chun Li:	Tia Carrera	Ming Na Wen (Joy Luck Club)
Ken:	Dolph Lundgren	Damien Chapa
Sagat:	Duncan Goodhew	Wes Studi (Last of the Mohicans)
Cammy:	Kate Moss	Kylie Minogue (actress-cum-popstrel)
Ryu:	Jackie Chan	Byron Mann
Balrog:	Mike Tyson	Grand Bush
E. Honda:	Geoff Capes	Peter Tuiaosopo
Dee jay:	Mr Motivator	Miguel Nunez
Dhalsim:	Ben Kingsley	Roshan Seth
T Hawk:	Arnie	Gregg Rainwater
Zangief:	Jaws out of James Bond	Andrew Brynlarski
Vega:	Bonnie Langford	Jay Tavaré



▲ This here's Ken, doing what he does best - smacking seven shades of shinola out of some hapless bloke.



▲ Sagat, one of the principle bad guys in the new Street Fighter movie.



▲ Here's Ken. Thankfully, the movie producers have dispensed with his not-so-fetching red pyjamas.

WOULD THE REAL KYLIE PLEASE STAND UP

In less than five years, Kylie has gone through more changes than John Major's cabinet. Remember her in Neighbours? What about that embarrassing "Locomotion" stage? And dare we mention the sultry "Shocked by the power"? However, putting her more, ahem, teenybopper credits behind her, Kyles has opted for an all-out woman-of-the-world trooper image for the SF movie. Kind of clashes with her latest dance diva/waif look, don't you think? Ah well, better the devil you know.

ng REETS



▲ It's Kylie in her Cammy costume! Doesn't she look a picture? Will there be a special Kylie SF2 single? We should be so lucky.



▲ Vega struts his combat-related stuff.



▲ No tiger fireballs for Sagat. Instead, he's relying on a shotgun.



▲ Zangief is a token henchman...

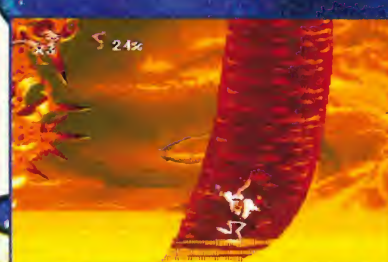


▲ Vega without his mask.

▲ Zangief here, wearing his rather fetching Bison Henchman uniform. What happened to his wrestlers' trunks? Perhaps this is his evening attire.

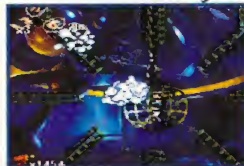
Earthworm Jim. Is this the most hyped game ever? With just a few very blurry screenshots in their clammy mitts, the press went wild. Has the blanket magazine coverage been worth it, or is it all a load of old tosh? Richard Leadbetter brings you the most in-depth feature ever on the game. And you can read the review later.

The Work





Jim has returned



▲ Level five: beware the evil robotic chicken!



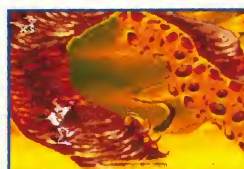
▲ Level two: the terror of "What the Heck". Aieee!



▲ Some of the treats of the later levels in Earthworm Jim.



▲ Andy Asteroids? Get your continues here. Or suffer!



History is resplendent with very important people called Jim. There were two English kings called James. However, they didn't do much of worth apart from declaring war on the French every now and again. Then there's Jim Kirk, renowned starship captain - the only man whose hair ever got thicker with age. And of course, let's not forget Jim Rockford, whose Dad had the somewhat imaginative nickname of "Rocky". Yes, history is indeed scattered with important people called Jim. I just can't remember any of them, that's all. But now there's a new Jim in town. One Jim who really can make a difference. And he's not a person at all. He's a worm. But he's a worm with one slight advantage over his fellow invertebrates. He's kitted out with an extra-terrestrial space suit with enough firepower to allow him to take on the entire evil populace of the galaxy and beat them at their own game. A suit that allows him to match fire with even more fire. A suit to get the job done. Let notice be served on the wrong-doers of the galaxy - you're history! Ahahahaha!

NEW JUNK CITY

▶ Jim starts the game by taking on the trash-based denizens of New Junk City. Only by using his amazing worm whip and copious amounts of high calibre bullets is he able to progress.



▲ This escalator type affair is the first original feature this game has to offer. Scramble up the belt, collecting the power-ups and avoiding the ram-paging junk.



▲ The first mid-level boss is pretty tough unless you can figure out his weaknesses. Armed with a near infinite amount of trash-related projectiles, avoiding this sucker and leaving enough time to get in some shots is a tall order. Unless you've sussed the strategy required.

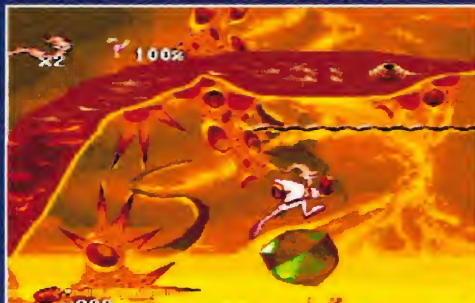
▲ The end-level boss is actually a lot simpler to defeat than the trashcan monster you encountered earlier. His bottom is his weak point. Use the springboard to send rubbish shooting up his rear in order to defeat him. Oddly enough spewing bullets in the general direction of his rear yields no results. No, sending springboard propelled wooden boxes towards his rear is the only language he understands.



WHAT THE HECK?

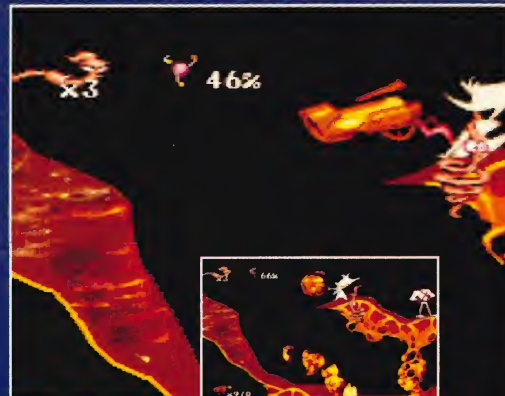


▲ Jim's second port of call is a fiery world beset by evil chomping monsters from the abyss. Nifty footwork is required in order to avoid your bottom being toasted.



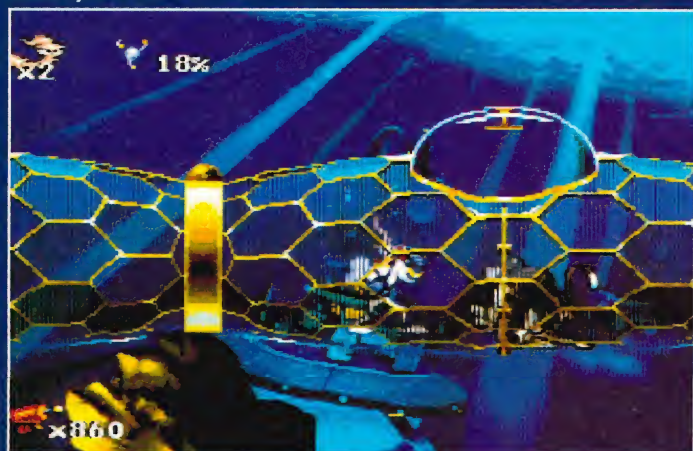
▲ It's difficult to work out what you actually have to do in this level to begin with. Suffice to say, these jewels hold their own fair share of secrets...

▼ It's what very clever people might call an "oxymoron". Somehow the first boss of this level is a snowman - somehow maintaining its ice-based integrity on a fire-based level. Don't waste time thinking about this clear contradiction of the laws of physics. Just blast! Kill! Ahahaha!



DOWN THE TUBES

▼ The third level in Earthworm Jim takes place in a secret enemy base located underwater. It's packed with some of the meanest enemy sprites in the entire game, but help is at hand from the most unlikely of sources.



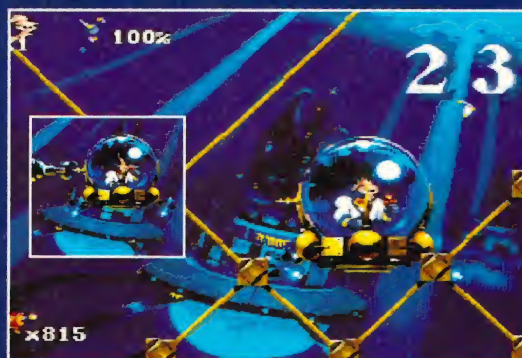
▲ The end-level boss manages to trick Jim into leaving the safety of his spacesuit! Somehow you've got to reach the suit at the top of the screen, but how? The boss is in the way and Jim is defenceless!



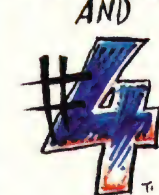
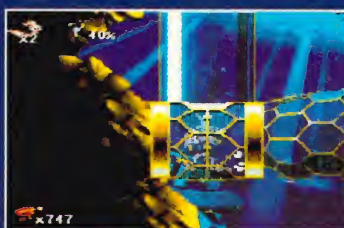
▲ These guard dogs are totally invulnerable. Cunning use of the scenery is required in order to get by...



▲ The end-of-level "boss" is a little goldfish. Easily dispatched just by walking into it! "And so, my feud with this level is over. Bah! This facile victory only makes me hungry for more conquest!" © The Master out of Doctor Who (sort of), 1981.



▲ Looking like some kind of underwater version of Gravitar, Jim's task here is to use the bathysphere's thrusters to speed through the underwater depths. There's only a certain amount of air available though so be quick. Not too quick though - the bathysphere's glass hull is very fragile!

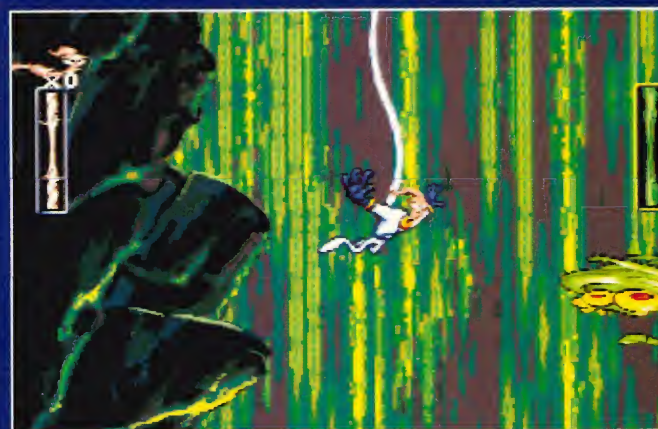


EARTHWORM JIM

▼ Oh ho ho. That level name is, like, really funny, n'est pas? Still, this one of the best levels in the game. Jim is propelled down a yawning chasm with only a hideous snot demon for company. Sort of like going out with Tom Guise for lunch. Only not quite as dangerous.

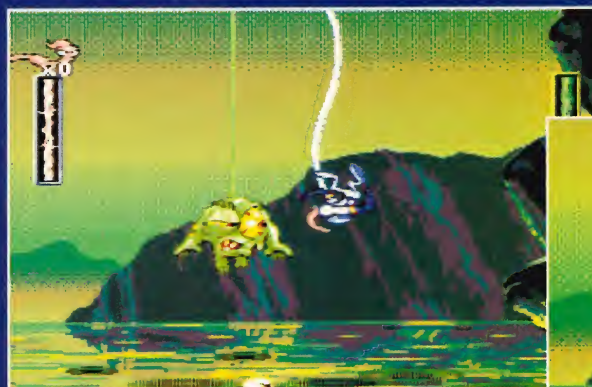


MAJOR MUCUS

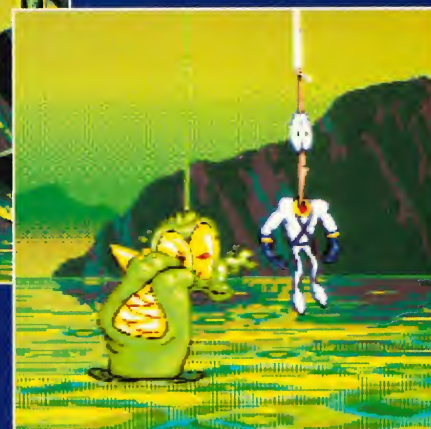


SNOT A PROBLEM

▼ Aieeee! Beware the evil creature at the bottom of the pit! He's very hungry and let's just say he'd prefer an earthworm supper to a snot sandwich.



▲ Barge the snotty one about in order to weaken his twine until he drops off. Bear in mind that he's trying to do the same to you and you quickly realise that this isn't going to be easy.



▲ Once the suit has been regained, it's a simple matter to destroy the feline boss. Just beware the claws and the occasional bursts of fire that streak across the floor.



▲ Rodent riding! Run and chomp your way through everything with the aid of this enormous gerbil.





Prof. Monkeyfor
a Head™

▲ Whip Pete's puppy posterior to propel him past danger (of the yawning chasm variety).



Peter
Puppy™



LEVEL FIVE

▼ No particularly amusing little title for this level. Level Five pretty much sums it up really, doesn't it? This techno hell is populated by bizarre genetic experiments put together by Professor Monkeyforhead (no prizes for guessing what this fellow looks like).



▲ Jumping between these huge electrodes without getting 10,000 volts up Jim's rear is difficult. One false move and it's fried earthworm for dinner. Yummy.



▲ Here he is - Professor Monkeyforhead. Actually he is a bit of a wimp. He chucks stuff at you, but your biggest problem involves his rampaging genetic mutants - all of them intent on supplying you with a dry-cleaning chit to the realms of Hades.



▲ Oops! These nasty looking fans rip Jim from the safety of his spacesuit. Virtually defenceless, it's up to you to guide Jim back to his suit.



FOR PETE'S SAKE

▼ Jim's been lumbered with babysitting duties... unfortunately, he's looking after a psychotic schizo puppy called Peter. He merrily strolls along the scenery and it's up to Jim to protect him.

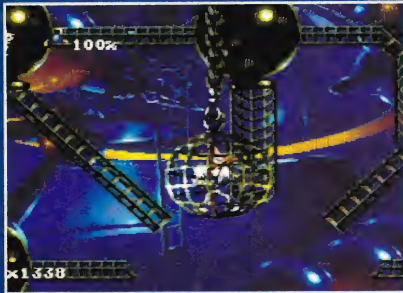


But DON'T let him come to harm, or he morphs into a huge hell-fiend and gives Jim some of the old GBH. Oo-er.



EARTHWORM JIM

▼ Trapped inside this cage, Jim is subjected to an intense barrage of genetic mutants. Blast them all! But you've got to be quick or Jim's doomed! Doomed, you hear me?

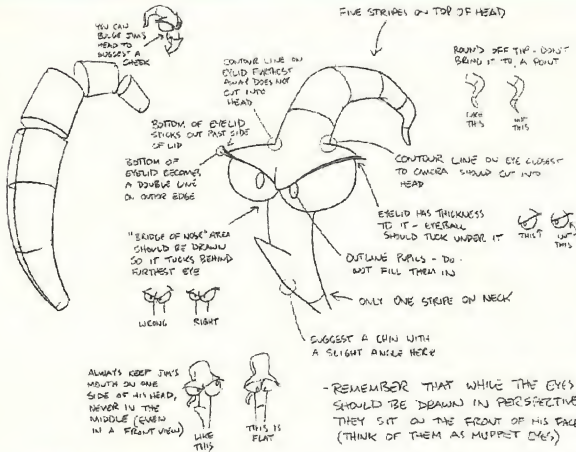


▲ Once monkey boy is out of the way, you face up to this enormous cybernetic chicken (I don't believe I just wrote that). Bullets and whips are useless against him. However, large objects that fall on his head yield results...



AND THERE'S MORE

Don't think that this is the entire game. This showcase details the first six levels but there's a few more that are going to remain secret for the time being... including the incredible Final Confrontation.



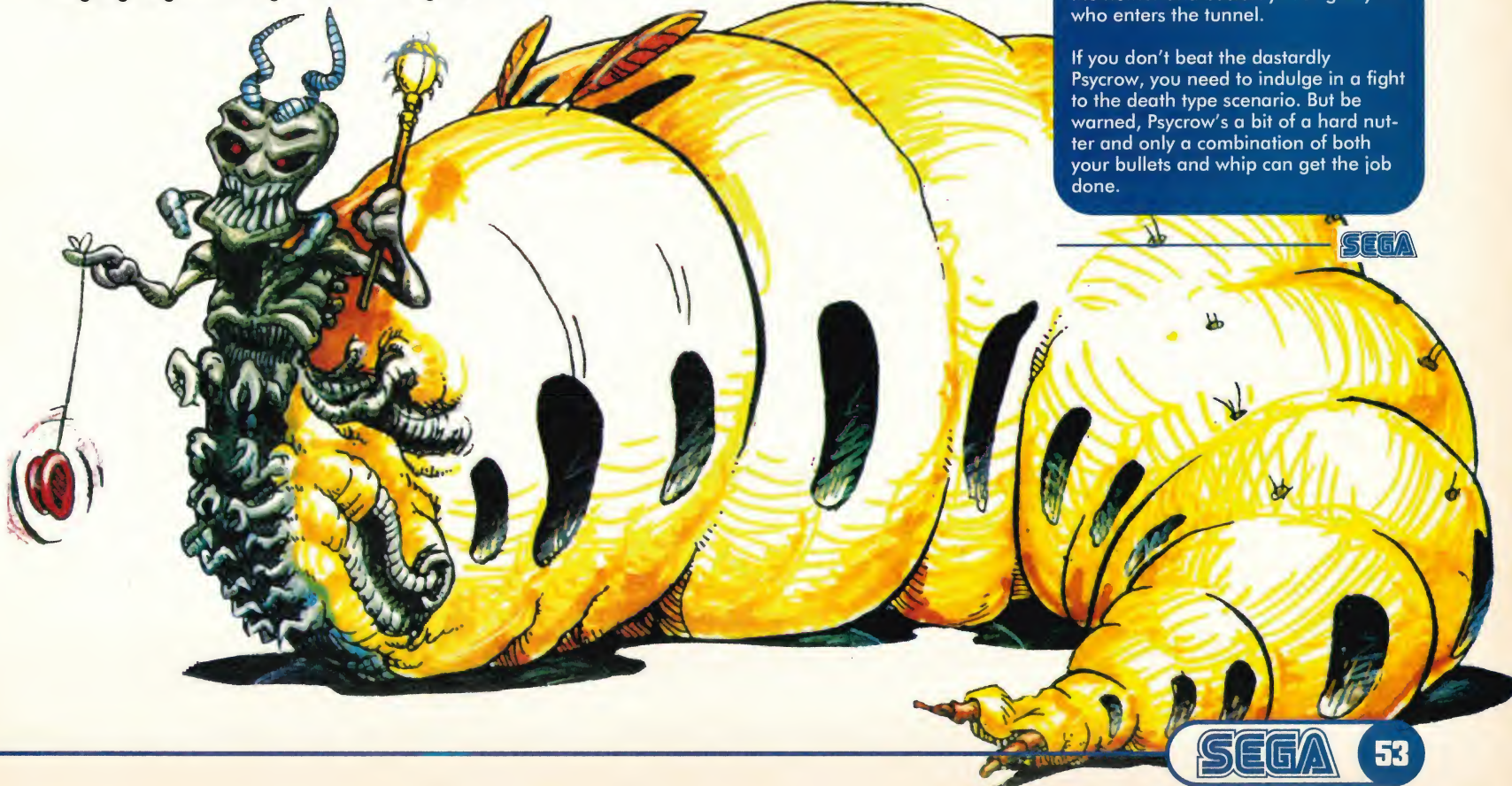
Psy-Crow™

▲ Is this a fabulous showcase or what? Here we see some of the original sketches Shiny put together when they first started to design and code Earthworm Jim. An intriguing insight into the genesis of an ace game.

ANDY ASTEROIDS

If you want continues, you gotta earn 'em pilgrim. Shoot through the interstellar warp vortex and collect as many bubbles as you can. Get over 50 and you're rewarded with a continue. Also look out for shield icons and turbo warp boosts. However, you're not alone in the tunnel. Evil Pscrow spends his entire existence patrolling the nether and basically racing anyone who enters the tunnel.

If you don't beat the dastardly Pscrow, you need to indulge in a fight to the death type scenario. But be warned, Pscrow's a bit of a hard nutter and only a combination of both your bullets and whip can get the job done.



SEGA

SEGA

SONIC cathedral of sound

Blimey, it seems like only eight months ago when we last visited the wonderful world of Mobius. And you know what – it is only eight months since we last visited the wonderful world of Mobius. That Team Sonic, what prolific work-horses (a bit like us here at SEGA MAGAZINE, really). So what's happened in the exciting lives of our friends and foes since our last outing? Well the big news is that Knuckles the Echidna has fished himself from his watery grave, seen sense and joined ranks with Sonic and Tails. Sort of. He has a bit of trouble making up his mind you see, and sometimes he forgets himself and slips back into his previous role as misguided henchman of the cretinous Dr Robotnik.



▲ Slidey sand rivers cause severe hedgehog posterior-related chafing problems, apparently.



▲ Sonic's going loopy. Oh ho ho. Laugh? I almost died at the hilarity of that one.



▲ Cue predictable caption. "Knuckles hanging tough" or something like that.



Sonic once again proves his prodigious jumping abilities as he cleaves through the Sega logo.



Finishing his colossal leap, he lands next to his all-new pal, Knuckles the Echidna.



A quick grab here for you to appreciate the level of animation in this all-new Sonic intro.



It all depends on your choice of character, really. You see, it's a well known fact echidnae, hedgehog-esque mammals indigenous to New Zealand, need the loving support of a human handler to keep them on the straight and narrow. So if you take advantage of your new power to pick Knuckles as your character, he'll be a good boy and help stop Robotnik's nefarious plans. If, however, you think all this rastafarian mole/ pink echidna business is a load of old tosh and go for the old Sonic option, well just don't blame us when your new pal turns right back against you.



A bit of a better view of new hero, Knuckles.



Up pops the logo, along with the option to select either Sonic or Knuckles. Hence the name.

Indeed, it appears you could do with all the help you can get, as Dr R is at his most dangerous yet.

Unfortunately, everyone's favourite crazed scientist known as Eggman in Japan tried one of those "Instant Baldness Cure only £14.99" things that he saw advertised in a cheap newspaper. Much to his chagrin, this only served to dye his bonce a horrific shade of puce, so it looked for all the world like a gormless bandana or something. Understandably, this left Botty with a serious drive to extinguish all known live of the idyllic garden planet of Mobius. Well, idyllic apart from all the barren bits and volcanoes and secret underground robot bases and things.

YOU'RE ECHID-ING ME

Anyway, that's the plot. If you're a Sonic fan you'll know basically what you're up against – ie one Death Egg. Sadly, this cart would seem to mark the end of the road for ex-sidekick and unpopular two-tailed fox Miles "Tails" Prower who makes not so much of a sniff of an entrance in the main game. No, he doesn't even appear as your invincible dawdling shadow, and no you can't use him to waste all the bosses like you used to either. Shame. However, in his place is the rather more impressive form of Knuckles, him from out of Sonic 3. Knuckles is slightly slower than Sonic, but he has a wider range of moves. For starters, Knuckles isn't called Knuckles for nothing. No, he's called that because of his big sharp knuckles. Clever that. Anyway, these self same knuckles means that Knuckles is an exceptional tunneller, needing nary a Super Spin to crash his way through most solid rock walls in his path. This digging prowess is put to more refined use when Knuckles climbs an impenetrable face. By digging his digits into the surface (a double press of the jump button, minutiae fans) it's possible for the sturdy pink antipodean to scale sheer heights! A bit like Spider-Man, but an echidna. And should you accidentally jump down from the wall, don't worry. Press the jump button again and Knuckles spreads his arms, unfurling the strange alien webbing underneath, possibly the result of the same genetic mismatch which produced his terrible memory. Well, there aren't that many echidnae left, so you've got to account for a bit of in-breeding. Still, these webs, no matter how sordid their origins, allow Knuckles to float gently and safely ground-wards, meaning he can also cover longer distances with his jumps. And let's be honest, he looks cooler, too. Alright, so he's bright pink, but look at his little snout. And he looks rock on the title screen. Go on Sega, give Knuckles his own game.

THE DUKE OF HAZARDS

Sonic games are known for the proliferation of original and often even exciting platform hazards and aids. Although strictly speaking, Sonic games are known for Sonic and a terrific promotional spend on the part of Sega, but that's not what we mean. Sonic & Knuckles features some of the best things to jump on you'll ever have seen. Most of the hazards are easy enough to figure out after a couple of tries, although some sections of the game are so fast it takes a lot of luck to get past them on your first go without losing your rings. Still, just to prepare you for what lies ahead, here's SEGA MAG's exclusive top fifteen hazards.



LEAF SNARES

One of the sneakiest of the new variety of traps is this insidious device. Hiding in the plentiful undergrowth of the Mushroom Hill Zone (level one), leaf snares coil around the feet of your character, stop their acceleration and gradually snap them back. Only a quick super spin can free whoever is entrapped. Whilst not particularly dangerous on their own, leaf snares are usually set up where there are loads of enemy sprites itching for a free pop at Sonic or Knuckles.



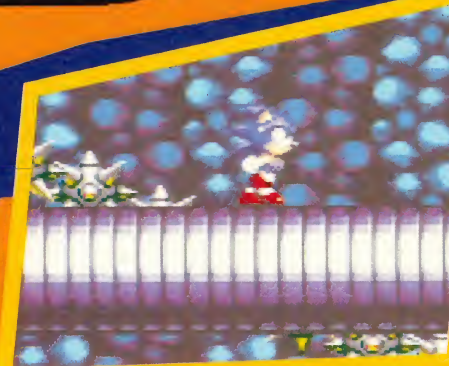
ROLLING MESH CAGES

Proved popular in Sonic 3 thanks to their impressive graphical rotation. However, these chaps now come in horizontal flavour too, and the lines are not always evenly matched. This means you're free to run around inside of them, but make sure your part of the tunnel is aligned with the next section before making your leap.



RATCHET LADDERS

Funny contraptions, these. Sonic or Knuckles leaps up and grabs hold of a handle. The player presses down on the joypad, and the handle is yanked down on the end of a cord. The ratchet ladder climbs a couple of steps. Repeat until the ladder has reached the height of its frame. Thank you.



ROLLING STEEL PIPES

You can't beat a rolling bit of background, can you? Well here's another sort, this time less friendly than the mesh cages. Rolling steel pipes are usually accompanied by a dangerous side-order, such as a chain of spiked balls which whip round to pierce our poor hero. Some pipes, however, feature wraparound ladders, which, if you judge your jump right, you can use as an excellent catapult.



MUSHROOMS

Generally the territory of another popular platform star (although not very popular amongst the readers of this magazine, we shouldn't wonder) mushrooms now make their fungal presence felt in Sonic world. Some mushrooms (those with a large weight on one head) make excellent catapults, whereas others make great parachutes. And some just hang around on cliff edges until you step on them, causing them to head downwards at some speed.



ABSEILING

If you have kind (or cruel, depending on your outlook) teachers, you might have had a go at this yourself. You grab a rope and gradually jump and swing down a sheer surface. Both Sonic and Knuckles are good at this, and have many opportunities to get some practice in during the course of the game. Sometimes they'll abseil alternately down two faces, that's how hard they are.



SHAFT ROLLERS

Oo-er missus, as Rich might say. I don't know why though, it's not like there's anything particularly rude about these. Two wheels connected by a small pulley frame thing and placed on rails at the top or bottom of some vertical mine shafts, these are a top help for the non-climbing Sonic. Simply sit on one and perform a Super Spin (in the right direction, of course), and the little roller thing does its business and gets you where you want to go.



WEATHER COCKS

Weather Cocks are, once again, completely innocent. In fact, they're little Badnik chickens, cruelly impaled on weather vanes. If this vane points its little "N" in your direction, get out of the way quick, because it means said chicken is going to blast you with a strong air current, quite possibly landing you on some sharp spikes.



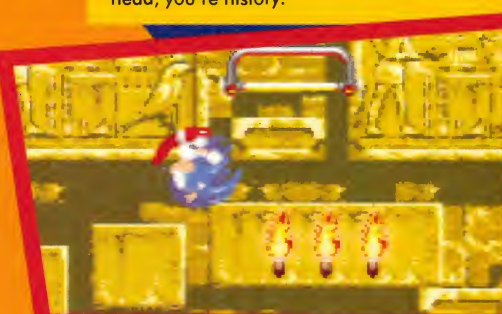
ANTI-GRAV TUBES

Ooh, a constant irritation, these. Filled with magnetised hindrances such as Badniks and big spiked metal balls these tunnels are also equipped with huge magnetic field-warping generators, which occasionally reverse the polarity (ha! Haven't you always wanted to say that?). This means whatever's lying on the ground ends up on the ceiling, giving you time to scoot underneath. Be very very careful when negotiating these, as if anything falls on your head, you're history.



SLIDE SWITCHES

Boy, you'll really come to hate these things in no uncertain terms. Push against these almost Dalek-like switches and they gradually slide along their track, sliding back an impenetrable wall of sandstone to your freedom. Sadly, though, these switches start to rest themselves as soon as you leave them alone, giving you only a limited amount of time to get out of your area. Suffice it to say that the distance which needs to be travelled between switch and portal lengths quite considerably in a minute time span.



LIGHT SWITCHES

Another thing you'll hate. The Sandopolis Zone is haunted, see, by these evil ghosts which feed on the dark. So the first thing you need to do is hang off one of these to switch the lights on. The brighter it is, the less powerful the ghosts are. The demons only pose a threat when the lights have fully dimmed down and they reach their hideous, horned potential and start coming for you. Although it only takes one hit to knock them out, they keep on regenerating and the only way to rid yourself of their vile curse is to hit the lights again. Oh dear.



ROLLERS

Whilst these rollers alone are of very little use – unless you fancy getting your spines curled – push a rock on top of them and they're your best mates. The rock is gradually rolled along, obviously bridging large unsightly gaps most efficiently. They also help you avoid the Scorpion Badniks, one of the most dangerous enemies seen in any Sonic game yet and a very real threat to your rings.



FLAME THROWERS

Knuckles may hate 'em, but Sonic just loves these fellas. Whilst, admittedly, they do spew out an almost constant stream of fiery oblivion for both Sonners and the Knuckster, they're – strangely – always positioned at a point where Knuckles would climb the walls. Yes, Sonic, that's it, jump on top of one, and see how it acts in a spring-like fashion! Propelling you to previously unattainable heights! Hooray!



RIVERS OF SAND

It's rivers of sand! However, these are no ordinary rivers of sand, they're magic ones which flow upside down! The good thing about these is, being made of sand, your little creature is able to jump up and along them with no more effort than repeated taps of the jump button. What incredible balance, to poise oneself atop a single grain of falling sand.



FUN AND PROFIT FOR FUN AND PROFIT

If there's one thing Sonic likes more than anything else, it's a big plate of worms for dinner. However, culinary preferences aside, Sonic also has something of a soft spot for special bonus stages. There's been quite a good number of different special top bonus special stages across Sonic's many games, the majority of which have featured impressive scaling or rotational effects. Not to be outdone by its predecessors, S&K has notched up an incredible three bonus games.

The first two are reward stages for collecting rings and pop up whenever you pass a restart point with twenty of the golden beauties or more. The computer selects your opportunity for fun and profit at random. The first game is reminiscent of the fruit

machines found in Sonic 2. A giant one-armed bandit slowly rotates, surrounded by an inner circle of bumpers and springs. Around this is a wall of bricks and a few exits. The idea is to propel yourself into the centre, whereupon the three dials spin around and award or steal rings depending on

the combination of Sonic, Tails', Knuckles, Bars, Jackpots or Robotniks. Three jackpots are the best you can get, and three Robotniks will wipe out your ring account. This isn't the only danger, the outside wall of bricks is very fragile, and if your character bumps into any brick too many times, it turns into an exit, obviously increasing your chances of being kicked out of the special stage.

The second bonus round is new and strange, and no-one at Sega could get their head around it in any way at all. But we did, because let's face it, we're big and clever. Basically, there are a number of glowing spheres, which rotate as is their want. There are also some pinball-style flippers and a wealth of bonus icons. And a big laser beam. The laser beam fires out across the top, bottom or middle of the play arena, and it's your job to use the rotating spheres to dodge it whilst picking up as many bonuses as you can. Each icon denotes something different, from more rings to a special shield or an extra life and so on. You'd better be prepared for a lot of practice at this round before you'll really start cleaning up, but this has the potential to be the most fun bonus game since the one seen in the original Sonic title.





▲ Sonic abseils into a topper Sandopolis temple.



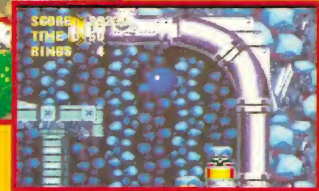
▲ The excellent helter skelter lifts.



▲ Knuckles is betrayed by old pal Robotnik. Now revenge will be his! Ahahaa!



▲ Lava Reef.



▲ Lava Reef, act two.



▲ Knuckles busts down walls without the aid of a super-spin.



▲ Ghosts in Sandopolis



▲ Isn't he hard, eh?



▲ The dreaded leaf trap...



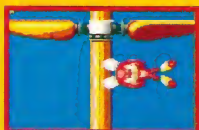
▲ Holding on for dear life...



▲ Hand-over-hand Knuckles action.



▲ Knuckles climbs, Spider-Man fashion. Look!



RINGS AND BALLS

There is, of course, a far more serious bonus round in which you can't afford to mess about and upon which hangs the very future of planet Moebius. This is, of course, the one accessed by jumping through one of the special Super Rings concealed around each level. Viewing your character from behind, this level requires you to collect all the blue spheres in an area without touching a single red sphere. If you outline a square of blue spheres they all turn to rings. Collect all the rings in an area and you get an extra bonus. There are of course lots of bumper spheres about to make your life difficult, and the more time you spend on the stage the faster it gets. All of this is as per Sonic 3, with the addition of a brand new and exciting sphere – the orange one. This is a spring sphere which catapults you over a wall of red spheres. Be careful though, as this can have a disorientating effect, especially if you're going at top speed.



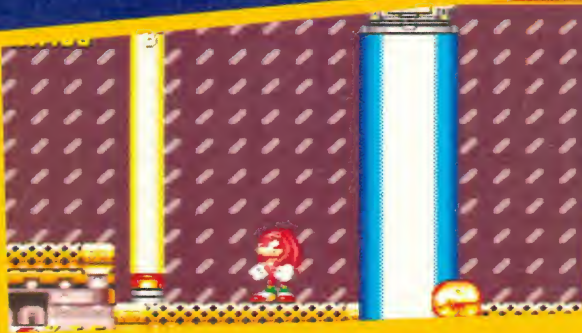
BOSS-TIN'

Robotnik might be a bit fat and crap, but he's dead good at designing smart-looking war machines to finish Sonic with. And now Knuckles, thinking about it. Anyway, he's put his Jack Kirby-like talents to good use in this latest peril, and come up with some corkers. Read on, noble readers, and feast yourself on this run-down of the fiendish tactics required to topple these behemoths.

WHO'S BEST: SONIC OR KNUCKLES?

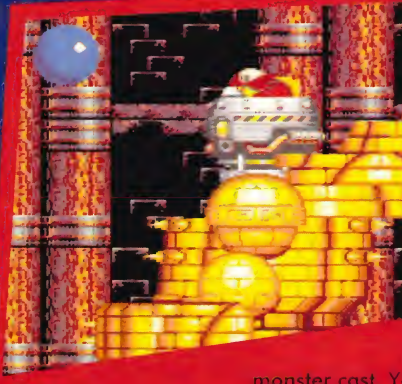
You may think that Knuckles has a distinct advantage, capabilities-wise, over our faithful blue chum. However, Sonic and Knuckles both take different routes through each level, so whilst they do share a lot of difficulties, Knuckles really needs to put his powers to good use, whereas the Sonic-only bits generally require faster reflexes. Read more on this fascinating subject in next month's incredible SEGA MAGAZINE, on sale in shops.





STUPID LASER ROBOT

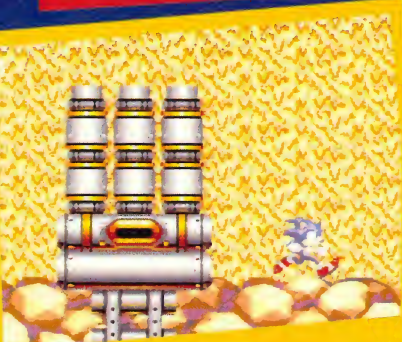
Whilst this laser robot packs a rather mean laser, it's a bit daft. This machine has three components. Two small laser shields which prevent Sonic or Knuckles escaping and a big floating gun in the middle, one shot from which is sufficient to top your character. The gun floats around until it decides to fire, after which it moves the shields in a little further to give the player less room to manoeuvre. However, dodge the blasts for long enough and the gun eventually shoots itself to oblivion. Doh!



HARD ROCK MONSTER

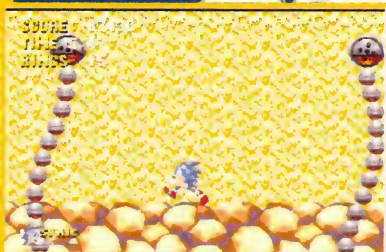
Robotnik gets his act together this time and hides a big metal war machine inside his invincible rock

monster cast. Your hero needs to jump on the spiked hands of the creature and bounce onto its head to crumble the rock. The next bit is slightly trickier. You need to land back on the top of the fist and quickly bounce on the metal skeleton where Robotnik lurks. You must kill this chap as quickly as possible, as with each step it forces Sonic closer to a crushed doom at the mercies of a large wall.



COOL BIG ALIEN

Not the hardest of bosses to defeat, granted, but this is one of the cooler-looking ones. First a large pair of bug eyes on stalks appear, shooting lasers, over the bridge on which you're now standing. Wait until they're disappearing back down for a couple of hits. Then a giant metal robot giant mechazoid hand closes in on you, squeezing its girth against your approximate location. Make sure you stay out of the way or it's instant doom. While the hand is clenched, leap on it for a hit or two. Repeat to fade, as they say.

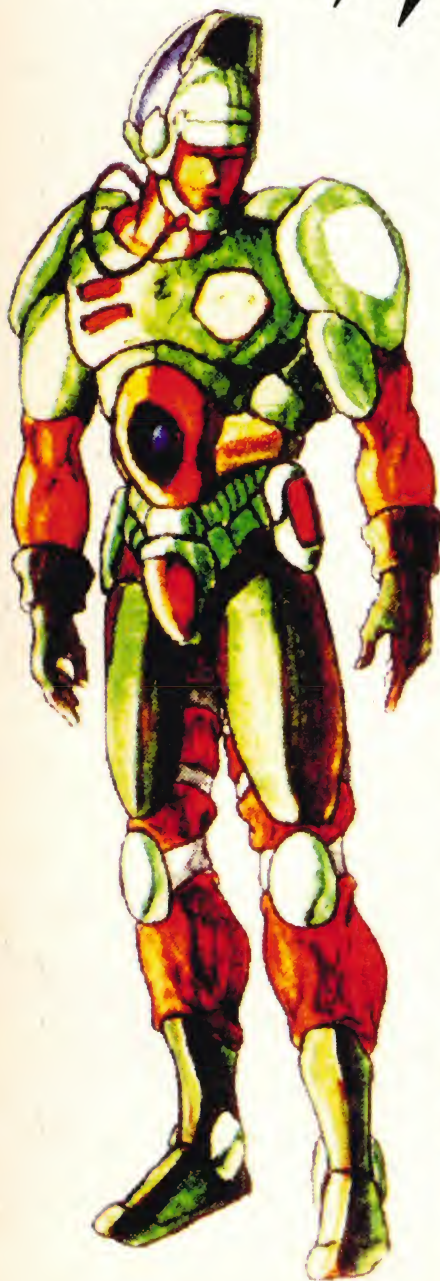


BUFFOONISH ROCK MONSTER

You can't go wrong with an invincible rock monster, can you? Well, evidently you can as Robotnik one again misses a fatal flaw in his plans. Hit the rock monster on the head once and it crumbles, only to reassemble itself the moment you try to step past to the door this giant guards. Luckily though there's a big lake of quicksand positioned at the other end of the screen. Simply lure the monster towards and jump out of the way when it reaches the quicksand, repeatedly pressing jump to keep yourself clear whilst the Buffoonish Rock Monster sinks and perishes.



All-*Thragmians* must die!



The Alliance has only one hope. The biggest damn force in the whole of space, something which dwarves even the mightiest of Imperial battle cruisers, a form which casts a shadow over the sun itself – Barry White, Soul Star. Yes, Bazza's taking time off from crooning such memorable hits as *My First, My Last, My Everything* to take a hand in the struggle against oppression, putting his formidable girth to somewhat more humanitarian causes than seducing scores of confused housewives. The Alliance has placed its last ounce of desperate faith in Barry's silky vocal skills cutting a swathe through the massed ranks of evil, his sharp suits blasting the ill-dressed enemy to atoms. And, of course, his odd beard easily dispatching of the Imperial Battle Drones. Can one man make a difference? Can this dyed-in-the-wool entertainer crush the threat of tyranny? Only time will tell, gentle readers. Dear Barry White's lawyers – we don't really mean to imply that Barry White could cast a shadow over the sun. This is all just a homage to him, honest.

Still, portly crooners aside, there's still a major intergalactic struggle to be fought, and somebody's got to do the job. Fortunately, your side (the heroic rebel-types) are equipped with slightly more efficient vehicles than an ageing "Now That's What I Call Slush" star, and this is your – and indeed a friend's – opportunity to test-drive one of these.

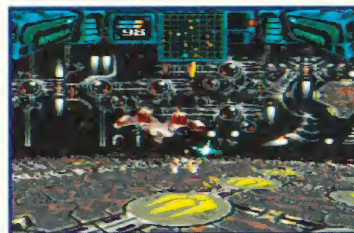
MIGHTY MORPHIN' MULTI-ATTACK SHIP THE AGGRESSOR

The Aggressor is no ordinary ultra-heavily armed one- (or two-) manned attack ship, oh no. It is, in fact, three ultra-heavily armed attack ships in one. That stuffs Transformers then, doesn't it? As you work your way

The time is the future, the galaxy is in the throes of a war the likes of which have never been seen. The heroic forces of the Galactic Alliance are on the verge of defeat by the evil Thragmian Empire.



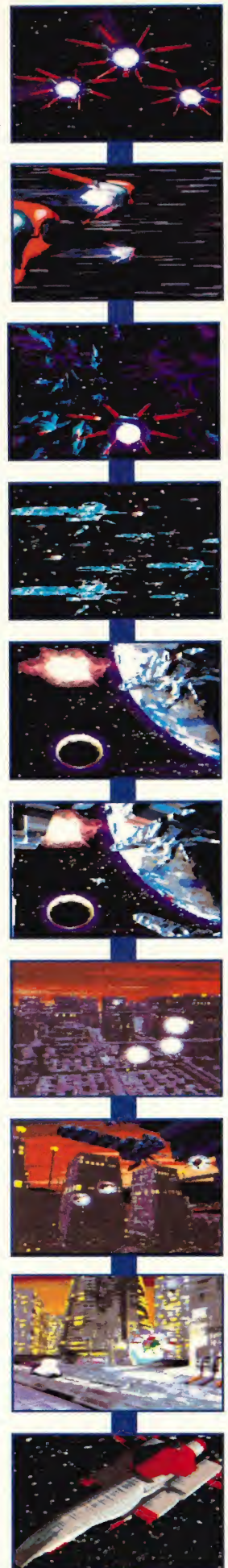
▲ Hey mate – you're flying low! Hur hur!



▲ Hey mate – you're flying a turbocopter! Hur hur!



▲ Hey mate – you're taking on an evil intergalactic force!



SOULSTAR



through the game, there are three types of environment you'll encounter. The first is space, of which there is a lot of in the Universe. To handle these sections your Aggressor stays resolutely in Sub-Light Strike Craft form. This is basically your average space fighter, which most players should be familiar with by now. Pretend ones, anyway. Manoeuvrable enough to handle asteroid showers and sub-light warfare this is your top notch shoot 'em up ship. The second environment you'll face is scrapping on the surface of hostile planets. For this, you'll need your TurboCopter transformation. Flying low over the ground, this transformation is great for strafing and all that Vietnam business. In one player mode, though, you need to bear in mind that the nose of helicopters – even bladeless ones such as this – dips towards the ground when the thing is moving forward, meaning you have to learn to hover to take out any similarly airborne targets. The third landscape waiting to get you is the subterranean one. It's just lucky that you've got your Combat Walker morph in your back pocket, isn't it? This is probably the best bit, where you're given complete freedom to roam around the 360 degree battlefield killing everything, using your thrusters to skim over deadly lava or escape packs of enemies. A bit like a more arcade-y Battlecorps, almost. In all these guises, it's important to keep an eye on your shield and ammunition energies, and it's particularly essential to watch your fuel gauge when you're in the Combat Walker, or you might just run out of thrust power when you need it most.

SQUADDIE'S BRIEFS

Being a proper organised force and everything, the Heroic Rebels like to make sure they know what they're doing before they start whooping and throwing their hats in the air (like Tom Cruise does on telly). As a result of this clever administrative policy, you're treated to a full briefing before every level. Your mainframe computer gives you a wireframe rendered assimilation of your targets and briefly outlines your objectives in a mono news-reader type computer voice. Whilst the briefings are certainly fun to watch, and the look of the rotating target outlines are ace, it's more important to listen to the words. Otherwise you'll just spend the next level having no idea what you're supposed to shoot. Actually, that's not quite right. The idea is to shoot everything that moves. It's just you won't know what inanimate objects to start blasting at.

DON'T PLAY WITH YOURSELF (HA HA)

We don't know about you lot, but here at SEGA MAG, we like having friends. Isn't it just great eh? But don't you just hate it when you have a look at your games collection for a good two-player game and all you've got is a choice between football and racing? I mean, what are you? Bernard Manning? But never fear, for Core, renowned for having lots of friends, have already thought of this, and endowed SoulStar with a mighty collaborative two-player option! It's a little similar to the Virtua Star Wars coin-op, with one player piloting the morphing attack craft and the other targeting the weapons around the screen. To save there being big arguments about who gets to target the guns, it may be a consolation to fans of death and mayhem that the piloting player still has full control of the automatic targeting weapons (missiles and so on). However, the pilot also has the responsibility of Power Transference – making sure the shields, weapons and engines all have sufficient power levels for the task in hand.



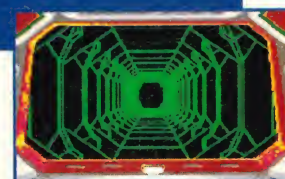
▲ Fly through asteroid belts with a space ship! Wow!



▲ After you destroy the boss...



▲ ...the base goes on red alert.



▲ These are shots from the intermission briefings which tell you your mission objectives.



▼ Fly into the mouth of the alien mothership! Skreeikes!



▲ What a lovely field.

▲ Destroy All Purple Things!

▼ Here, your plucky combat walker faces the might of a Thragmian K'Mh'Harmara droid. Flee! Flee!

SOULSTAR



◀ This is the rather terribly impressive Excavator boss and his hideous digging tools of doom. And his rocks.

YO, ER... KICKING, I BELIEVE, HOMEBOY

SoulStar once again features the work of resident Core Design musical genius type Nathan McCree. The sound has been individually geared to fit the action in each level, so there's a big confrontation the soundtrack crashes in and when there's a bit of a lull the SoulStar Suite, as it's known, fades out. Except, of course, on the 360 degree stages, where it's impossible to time what the player's actually going to be doing at any given point. On these stages a more relaxed, ambient tune is the order of the day. If you can in any way fix your Mega-CD up to the stereo, it's really worth it for this. The big orchestral arrangements (and the masses of speech) really add to the whole atmosphere of the game. You can't really appreciate it all when it's just tinning its little way out of the tiny mono speaker at the back of your Sinclair portable TV, regrettably, but get some good Woofers or Snufflers or Hissers or whatever they're called and you're in for an aural banquet of quite unprecedented proportions. We don't know quite how Nathan does it. Actually, we don't know quite when Nathan does it, because he's always slacking off every time we ever go round to see him. Lazybones.

WELCOME TO YOUR DOOM

Your Aggressor isn't half kitted out with some powerful weaponry, which is just as well when you look at some of the amazing enemies you're pitted against. Probably the most impressive of these is the giant subterranean tunnelling machine. You have to chase this evil excavator through a narrow tunnel whilst it flings rocks and insidious mechanoid attacks at you. Quite a fair amount of joystick dexterity is required to negotiate this section, but a huge enormous space blaster is also a help. Luckily, it's pretty easy to get your hands on larger-bore kit than your regulation pea-shooter, but if that isn't enough, you can always called in an air-strike from your giant mothership (or have it dispatch helpful warrior robots if you're fighting underground). In a true shoot 'em up stylee, this acts as a smart bomb, wiping out lesser enemies and seriously damaging the bigger ones. However, there's only so much help the mothership can provide – obviously, otherwise it'd do the job without you – so keep an eye on how many of these last resorts you've got.

AWISE FWOM YOUR GWAVE!

Of course, coming from the same people behind the ground-breaking Thunderhawk and the even better follow-up Battlecorps (much loved in this office), you'd be expecting this to be pretty good, wouldn't you? Yeah, we bet you would. Your kind are all the same. Anyway, luckily for you, we know whether it's any good or not, so why don't you try turning to page 92 to find out for yourself. Go on, hurry up.

SEGA



▲ Watch out for those nasty metal sand-snakes.



▲ Oooh, it's a big space cruiser! Oooh!



▲ Use your thrusters, boy, or I shall have to whip ye.

SEGA

GUN-HO!

Red Zone. Bet you've never heard of it before. Well, allow SEGA MAGAZINE to educate you. It's the name of the follow-up to Sub-Terrania - coded by ace German programmers, Zyrinx. It's coming out from Time Warner in November. It also happens to be totally and utterly brilliant. And of course, SEGA MAGAZINE has the exclusive review and showcase. Richard Leadbetter takes you into a darkened room for a full combat briefing.

In my day-to-day duties as editor and (according to Rad) scheming, cold, evil, calculating dictator/despot/android (that just about covers everything) of SEGA MAGAZINE, I think I come across as a pretty all right bloke actually. However, put me behind the controls of a hi-tech assault helicopter armed with high-calibre cannons, heat-seeking missiles and rockets and I turn into a violence-crazed marine-type, hell-bent on ridding the world of the evil "red" menace - and damn those pencil-necked bureaucrats back in Washington, you hear me, damn your eyes? Red Zone (subtle title eh?) has this effect on me, mainly because basically it's one of the best blasting games I've ever played. And believe me, I've played quite a few in my tour of duty here at EMAP Command. However, with its superb 3D graphics, totally superfluous penchant for huge explosions along with a whole Eastern Bloc's worth of military hardware to blow up, you know you're in for something special. And Red Zone is. I'm sure you'll agree with me by the time you've finished reading this showcase. If it's of interest, you can also read the EXCLUSIVE review on page 96 where I'll continue telling you how great it is and why you must buy it.

A GAME OF TWO HALVES

Red Zone is split into two distinct, very special sections. The first involves helicopter action. Safely inside your AH-64B Apache chopper, use missiles and cannons to blast the likes of air bases, radar stations and secret installations. Land occasionally to refuel, get repaired or stock up with ammo. The graphics are stunning. Rather than a sprite rotating around the scenery (as in the Strike series), Red Zone actually moves the scenery around the helicopter! It's VERY original and makes the game instantly intriguing. So that's all right, then.



▲ This lunatic egomaniacal dictator bears a certain similarity to my old Economics teacher. But with stupid head gear. Apparently this guy also wears a coat with a picture of himself on the back too (industry in-joke).



▲ Declaring war on the entire world, the dictator sends out his tanks in this part of the incredible intro. The tanks sweep past with their cannons rotating towards the "camera".



▲ Yyyeeeeeeowwww! Ivan Retovitz (the dictator) despatches his flying aces on a kamikaze mission to destroy all non-communist scum. "Destroy the capitalist pig dogs! Ahaahahahaha!"



▲ "And why stop at just the conventional weapons? Come to think of it, why just blow up the capitalists? Unleash the nuclear warheads and destroy the entire world..."



▲ "And that includes the marine population of the globe as well! Despatch the nuclear submarines! If it moves, blast it! Bah! These facile victories only leave me hungry for MORE conquest! Yehahahahaaaa!"

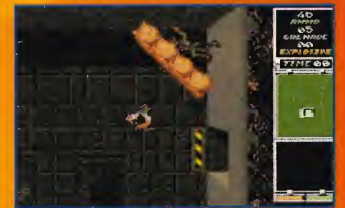


▲ Into the fray steps three hardened commando ex-green beret marine type heroes. As the deep-voiced man who does the video trailers would probably say, "It was a time of war... It was a time for heroes".

ATTRACT MODE

So... full-motion video is impossible on cart eh? Not so. With some extremely impressive, very smooth routines, Zyrinx have succeeded in this near-impossible task. What's more, it's FULL-SCREEN FMV and it's less blocky and smoother than the Cinepaked likes of Tom Cat Alley on Mega-CD! Impossible, surely? Well, no.

RED ZONE

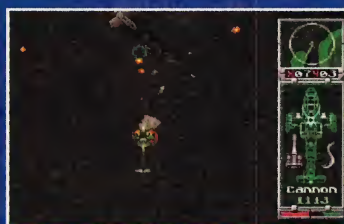
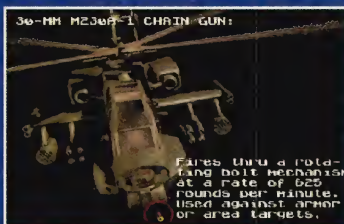


A GOOD LOOK AT YOUR CHOPPER

Your AH-64B helicopter gunship is the best assault chopper in the known world. More manoeuvrable than a jet fighter and armed with loads more weaponry, it's literally "unstoppable" in the right hands.

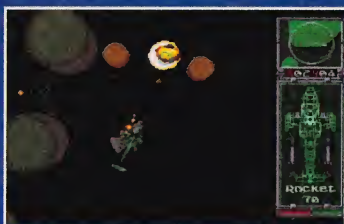
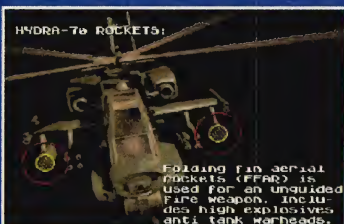
M-230A 30mm CANNON

A 30mm chain gun is mounted on the nose of your Apache. Capable of firing off 625 rounds a minute, it's the most immediate and effective weapon in your arsenal.



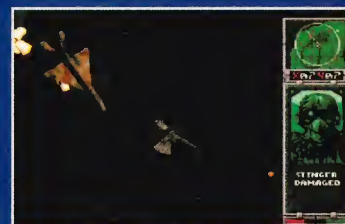
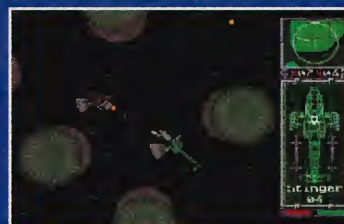
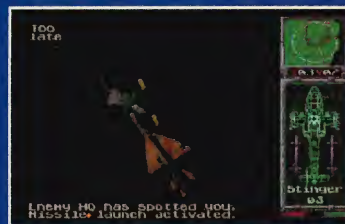
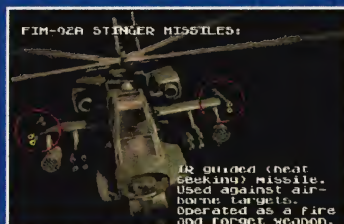
HYDRA 70 ROCKETS

The AH-64B carries over 70 of these devastating 70mm folding-fin aerial rockets on board. Usually, just one rocket (or two if you're crap at aiming) is needed to destroy a cannon or tank.



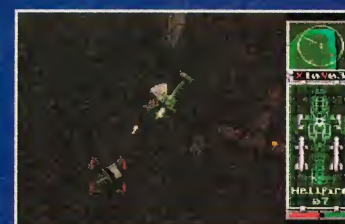
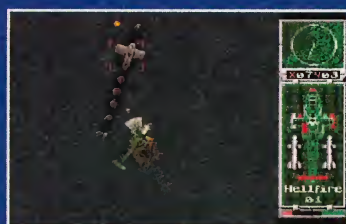
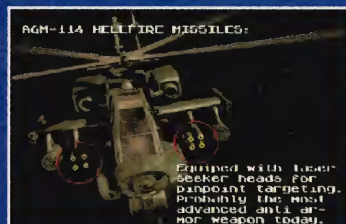
FIM 92-A STINGER MISSILE

Just point your chopper in the right direction and these infra-red guided, heat-seeking missiles automatically lock on to airborne targets. The ultimate fire-and-forget weapon.



AGM-114 HELLFIRE MISSILES

Literally a smart missile, which automatically locks onto the nearest ground-based threat. A red target on-screen indicates a successful lock. Fire!



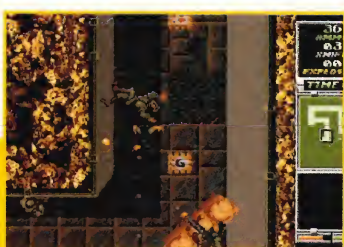
MEET THE GANG

Three experienced combat commandoes are at your disposal for this perilous mission. All of them are combat-ready. All of them are "hard". All of them are totally psychotic head cases, and they don't care who knows it either.



MIRAGE

Ninja assassin. She's dangerous to know.



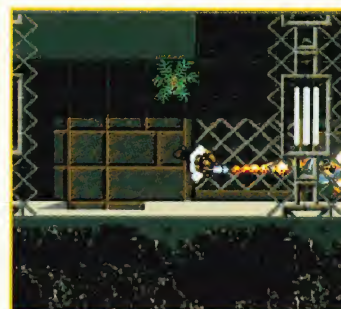
SHADES

Leader of the team. He's mad.



ROCCO

Red Zone equivalent of BA Baracas. He's bad.



Once the enemy have got "wind" of your activities, they tend to get a bit annoyed and destroy you with the aid of their super-sonic air fighters. Perhaps a preemptive strike on this north-west air base might be in order?



The islands are protected with many high-voltage electrified fences and early warning defensive systems. One way to knock these out (although it's not essential to the mission) is to destroy the 20 megawatt nuclear powerplant.

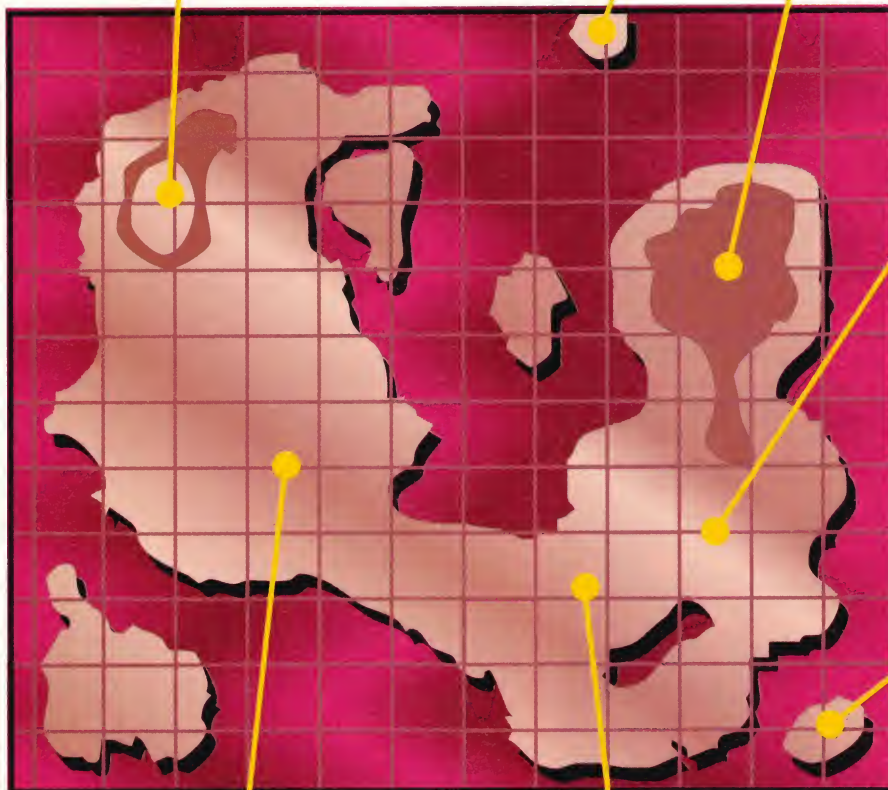


MAPS OUT FOR THE LADS (AND THE LASS)

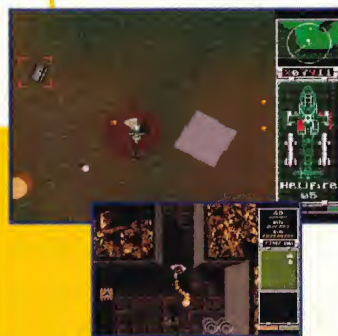
The Red Zone campaign starts off on this pretty uninteresting set of islands, where the evil Ivan is hiding a huge nuclear arsenal or two. In order to give you an idea about the different things you can get up to in Red Zone, here's a complete breakdown of this island hideaway... but remember, this is only the beginning...



Nuclear submarines can be bad for your health. So get up to this corner of the map. Unleash your cannons and let fly with the missiles! Easy huh? Well no, because actually gaining access to the island (and getting out again) is a real problem...



South from the air base is this intriguing surveillance facility. Heavily protected with tanks and missile launchers, destroying its radar system could be a bonus to your campaign.

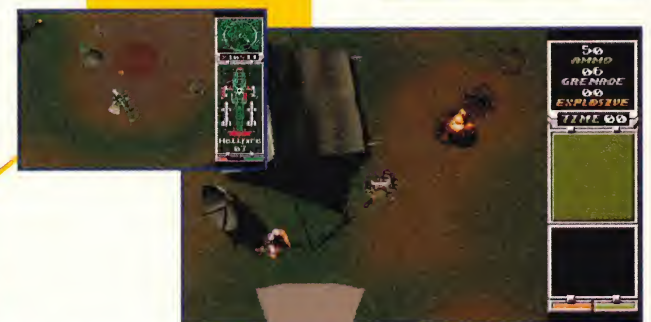


Ivan's got a couple of reserve nuclear warheads lined up "for a rainy day" in this complex. Entering the base and destroying the missiles before you accidentally launch them (it can happen if you're not careful!) is a wise idea...



Once you have the computer virus, installing it on the Hackintos system is your next priority. Secure this base and get coding!

This island down in the corner is the base of an ally operative who is developing a virus to destroy Ivan's highly advanced Hackintos computer systems. Finding him is the first mission priority.



USELESS TRIVIA

Red Zone isn't exactly the most politically correct name you can think of really is it? I mean, even Hollywood doesn't have anti-commie films any more (no, chillingly enough, every maniacal despot is English these days, ahahahaha!). It might not surprise you to learn that Red Zone has masqueraded under several different aliases during its gestation period. Its previous CICES title was the crap Commando Raid, whilst its initial (and in our opinion, best) name was the top-sounding Hard Wired. Totally useless information, but intriguing nonetheless.

NOT-SO USELESS TRIVIA

Hidden with the depths of Red Zone is playable preview of Sub-Terrania II. Ha! Only joking. Or are we? There is a near-arcade perfect conversion of an ageing coin-op in the game - and in it, you do control the self-same rotating/thrusty ship as in Sub-Terrania. How do you access this hidden treat? We aren't saying. Why? Because we're nasty that way, all right?



START FILE ▶



Enter, friend. Enter the twisting corridors of my astounding mind. Once again, I, Edouardo de Lomas, Holder of the Flute of Cochon, Master of the Unnatural, bring you the tips which you all seek. I have laboured over your puny mortal games, and once again proved my mastery, vanquishing all which stood before my majesty. Yes, my young friend, I laughed in the face of death, and returned with these very tips which you are about to read! Your simple minds cannot comprehend the power which I hold in my hands! Ahahahah! Those of you who wish to share my awesome influence over nature can join me by mortal scribe at this address within the next lunar cycle.

PAH! YOUR MORTAL DEFENSES ARE POWERLESS AGAINST THE TOOLS OF EDOUARDO de LOMAS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, EC1R 3AU.

**Farewell, young bucks,
EDOUARDO de LOMAS
Practitioner of the Unnatural**

MEG

LEVEL	NORMAL
LIVES	9
BGM	BGM00
SE	SE00
VOICE	VOICE00

● STREETS OF RAGE III

Here are some more reliable versions of the cheats in issue 8. To be able to select up to 9 lives, go to the options screen and press up, A, B and C simultaneously on controller 2. To enable both players to select the same character, using controller 2 press down and C on the game select screen to highlight "2 players" and you will hear a noise to tell you that it has worked.

To be able to select Roo from the beginning of the game, press up and B on the title screen and he will be on the select screen.

Also, don't miss the 5,000 points and an extra life behind the scenery at the very start of the game.

As you know, you can learn new blitz attacks during the game by collecting 40,000 points on one life but it can be quite tricky to get enough points to totally power up your moves so here is a list of how to perform them at any time. They are possible with a 6 button pad only. Just tap the 'X' button then the directions on the pad quickly. F= Forwards, B= Backwards, U= Up, D= Down.

Axel-

Dashing Bare Knuckle- 'X', F, F

Dashing Dragon Smash- 'X', D, F

Dashing Dragon Smash to Flaming Dragon Punch- 'X', B, D, F

Blaze-

Dashing Vertical Slash- 'X', F, F

Somersault Kick- 'X', F, U

Somersault Kick to Power Slide- 'X', D, F, U

Skate-

Dashing Headbutt- 'X', F, F

Roll Kick- 'X', F, D

Rolling Flash Kick- 'X', U, F, B

Zan-

Dashing Charge- 'X', F, F

Double Charge- 'X', B, U

Triple Charge- 'X', U, B, F

Thanks a lot to Simon Smith from Beccles in Suffolk and Richard Prior from Walderslade in Kent for helping me out with them.

Richard Prior has also sent in an Action Replay Pro code to let you play as Ash (the dodgy character from the Japanese version). Enter 'FFDF0 D0000' and you should notice that he has had a costume change as well as all of the other characters so maybe it is still possible to play as him with a cheat.

SA DRIVE



▲ Select up to nine lives.



▲ Become a master of the supernatural!



▲ Learn Latin American dancing...



▲ ...and even master tricky special moves.



▲ Mmm, look at those lovely trousers.



▲ Change all the characters' costumes too!

ROBOCOP vs TERMINATOR

Here are some new and very complicated cheat codes. Simply pause the game at any time and tap these in on controller 1. From Richard Joy in Reading, Berkshire.
Extra Gore Mode- C,B,A, B,B,A, B,B,C, B,B,C, C,B,B, C,B,C, A,C,C, A,A,A, B,B,B, A,C,A.
Turbo Speed- A,B,C, C,B,A, C,B,A, C,B,A, A,A,C, A,C,B, C,A,C, A,C,A, B,C,B.

THE CHAOS ENGINE

This chart gives you codes for every combination of characters on every level with loads of money, plenty of lives (at least 18) and the capacity to power both characters up to full. Simply pick your favourite character, your CPU partner and the world you want to play and you're away. '*' represents the noughts and crosses board or number symbol.

Characters	World	Password
Brigand and CPU Mercenary	2	Y24VP9QXWB94
	3	KTHL69JYBB9B
	4	*YCBP9310CYK
Brigand and CPU Gentleman	2	PTMVP*04BB77
	3	2*HL6*GOMXKY
	4	2PWBP*4QT77B
Brigand and CPU Navvie	2	P*4VP7PZZBCN
	3	2*HL678C0B8V
	4	TYWBP79D278V
Brigand and CPU Thug	2	FK4VP8DTCBBC
	3	Y683687C0BKN
	4	26CBP8*BWBCX
Brigand and CPU Scientist	2	*P4VP5*CYB5S
	3	2T0L65*COB98
	4	2PWBP575T798
Mercenary and CPU Brigand	2	PTMVP6LV7B9*
	3	2*HL66LV7B7B
	4	TYWBP62H3B7B
Mercenary and CPU Gentleman	2	KF4VP3XX279*
	3	K*0L63KQG89*
	4	K6WBP3XX279*
Mercenary and CPU Navvie	2	FK4VP4YV278V
	3	F6R364JQGB8V
	4	K6WBP4YV278G
Mercenary and CPU Thug	2	T64VP1YW0BKN
	3	6Y8361YW0BF*
	4	Y*CBP1V9T7GL
Mercenary and CPU Scientist	2	TPMVP2W7T7*8
	3	2*HL62XW0B7D
	4	FTCBP2W7T798
Gentleman and CPU Brigand	2	TPMVPZGG27*D
	3	YPR36ZYV3B4*
	4	KPCBPZPNN74*
Gentleman and CPU Mercenary	2	FK4VP0XV3BFS
	3	PYR36026L80Z
	4	26CBP0R30B4*
Gentleman and CPU Navvie	2	YKMPVXWZ3BF*
	3	*2HL6XWZ3B8V
	4	26CBPX5JMB8V
Gentleman and CPU Thug	2	*P4VPY89CBP
	3	6Y836YVZ3B8V
	4	P2WBPYT30BCN
Gentleman and CPU Scientist	2	KF4VPVTLB98
	3	Y6836VTLB7D
	4	KPCBPVVJMB7D

As you can guess, that took me ages so the passwords for the next three characters will be in the next issue.



MEGA DRIVE

● POWER-MONGER

Here is a password to play the end level from Steven Horton in Wednesbury, West Midlands. "HYNAMEWG".

● PETE SAMPRAS TENNIS



Hold buttons A,B and C whilst turning the Megadrive on or resetting the game to get a picture of a smiling tennis ball! That comes from Gary Peck of Grimoldby in Lincolnshire.

● RINGS OF POWER

Robert Orr from Dromore in Co. Down not only suffers from bad handwriting but he also has a tip to power up your people to level 9 without too much fuss.

Buy a boat as soon as possible, go to ref: 26'3" 15'4" and press B. Red Priest will ask you a question, answer so Sym and you will get experience points. Keep doing this and watch your people zoom up in experience even if they are dead.

I hope that someone understands this because I sure don't.



● SUPER STREETFIGHTER 2

Here's a cheat from Raymond James in London to let you practise against computer opponents. Select Vs. Mode then choose your character with controller 1 and your opponent with controller 2.

Choose which country you want to fight in then press and hold start until an options screen appears. At the bottom of this there's an option to let the computer control either player. Let the computer control player 2 and you get to fight them. To alter the opponent's difficulty just add more handicap stars with controller 2.

MEGA-CD

● PRIZEFIGHTER

For a secret cheat screen, press C on the opponent screen to get to the options then press and hold A,B,C then right in that order to make the secret film start up. Watch it through to the end and return to the options. Highlight "Exit" and press down to find a secret option then press start. You will find lots of options including a mode to let the computer punch for you, a level select and film segment select. For the enemy and player health / hit divisors, the higher the number for health, the more resistant you are to attacks and the lower the number for hits, the more damage each punch does.



TEST

PLAYER MUST PUNCH	05
ENEMY HEALTH FACTOR	05
ENEMY HIT DIVISOR	05
PLAYER HEALTH FACTOR	05
PLAYER HIT DIVISOR	05
FIGHT	00
PLAY SEGMENT	00
RETAUNT.SCA	

▲ Ooh look, a secret test screen!

- ▶ POWER POINTS
- ▶ SAVE GAME
- ▶ RESTORE GAME
- ▶ DELETE SAVED GAME
- ▶ CONTROL CHANGES
- ▶ TRAINING MODE OFF
- ▶ HIGH SCORE LIST
- ▶ EXIT

▲ My, and an option screen too.

▲ You too could access this marvellous Prize Fighter cheat screen. And it's not in black and white either - unlike the rest of the game.

GET YOUR

BACK ISSUES

Here at SEGA MAGAZINE, we often receive desperate calls from near suicidal individuals. However, salvation is at hand. As a service to our noble and beloved readership, we give you the opportunity to catch up on those issues that you might have missed. The price? £4.95 per issue for UK residents, £5.95 for "overseas".

now!



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Exclusive Eternal Champions feature and review. Toe Jam and Earl 2. Doctor Robotnik's Mean Bean Machine. Virtua Racing preview. Street Fighter 2: ultimate players' guide. FREE! Deluxe book, featuring the first shots of Sonic 3 along with the highlights of Sonic's illustrious career.



ISSUE TWO February 1994

Exclusive Sonic 3 review and showcase. Castlevania: The New Generation feature. Sega Multi-Mega exclusively revealed! Dracula Unleashed review and showcase. Mega-CD previews spectacular! FREE! Rather stunning Eternal Champions AND Sonic 3 posters!



ISSUE THREE March 1994

Comprehensive CES show report, including first Saturn pictures. Previews spectacular, including Streets of Rage 3, Sub-Terrania, Mega Race, Battlecorps, Soul Star... and more! Reviewed: Ground Zero, Texas, Double Switch, Skitchin' and plenty more besides! Interview with Lead Sonic Games Designer!



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ISSUE FIVE May 1994

Megadrive 32! 32-bit upgrade announced - we interview Sega's European Product Director for the WHOLE story. Streets of Rage 3: incredible feature and review. Sonic merchandise round-up. Daytona coin-op revealed! FREE! Superb 'n' very useful Sonic 3 mega-map!



ISSUE SIX June 1994

32-bit special! Virtua Fighter and Daytona Saturn work in progress stories - with loads of pics! First Saturn casing pictures! Reviews: The Jungle Book, Master System Ecco, Marko's Magic Football, Pete Sampras Tennis... and more! FREE! Four totally exclusive and lovely-looking Virtua Racing posters!



ISSUE SEVEN July 1994

More Megadrive 32: first casing pictures revealed to the world! Over 150 pictures of HOT work in progress Saturn titles! Dragon feature and review! Included in the line-up of top reviews: The Incredible Hulk, World Cup USA '94, Mortal Kombat CD, Body Count and plenty more too!



ISSUE EIGHT August 1994

FREE! Superb 16-page supplement packed with everything you need to know about Super Street Fighter II. Enormous Mortal Kombat II feature, plus first screenshots of the Megadrive 32X... and even more superb gear!



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MEGA-CD

Pike
DiSalvo
Breen

EUGENE COLLIER
KAY KIMLER
PAUL M. LANE

Stunts
(in alphabetical order)

SIMONE BOISSEREE
DAVID CADIENTE
GARY DAVIS
JEANNIE EPPER
JOHN ARTHUR ESCOBAR
KINNIE GIBSON
DANA HEE

GROUND ZERO TEXAS

For a secret scene, press C,B,A, start quickly when the game over credits come up. From Arnold Layne in San Tropez, honest guv!

FIFA SOCCER CD

Here are the eight "Extended Play" codes to give you some wild effects. Tap in the button combinations whilst on the options screen at the start of the game and the new options will appear.

Curve Ball (mega aftertouch available!)-
B,A,C,B,C,C

Super Power (ultra powerful kicks)-
B,A,B,B,B,B,B,B

Crazy Ball (really strange bounce)-
C,A,B,C,C,B,A,C

Super Offence (pretty obvious)-
A,A,A,A,A,B,C

Super Defence (have a guess)-
B,B,B,B,B,C,B

Super Goalie (ummmm...)-
A,A,A,A,A,B,B,B,B

Dream Team (play as the ultimate side)-
A,A,B,B,C,C,A,A

Invisible Walls (the ball won't go off the pitch)- C,C,C,B,A,A,A,B

From Lee Sheldon in Styvechale, Coventry and Graham Williams in Porthleven, Cornwall.

Master System

JAMES POND 2

Daniel Thornton from Chatham in Kent, the regular Master System saddo has sent in a list of a few cheats for this. Firstly, jump onto the first roof and collect the items in this order: Cake, hammer, earth, apple, tap (to spell out CHEAT) and you will become invincible for about ten minutes. If you now enter level one and run left to the exit, all the other levels will be open. Also, during the first two levels you will find other groups of items so collect them in this order. Collect the lips, ice cream, violin, earth, snowman for infinite LIVES and the penguin, oil, wine, earth, raquet to top up your POWER.

TAZ MANIA

Graham McRobbie from Selkirk in Scotland has a way of getting lots of lives. To get the first life, get on the first spring you come to and spring up onto a cloud, minding the bomb, then jump onto the cloud on your left to find it. To get the second life, get to the third piece of chicken and drop to the ledge below. Then jump to the ledge on your left to find the life. Now kill Taz off and start this again and every time you do it you will gain a life. Repeat until you die of boredom.

MORTAL KOMBAT



James Claypole from Dorchester in Dorset has sent in a way of playing as Reptile. Fight your way through to Shang Tsung as player 1 and lose

the first round against him. Then press button 1 on controller 2 and choose either Sub-Zero or Scorpion and any character for controller 1. Use controller 2 to beat the other character up and when you have won you will fight Shang Tsung as Reptile.

GAME GEAR

MEAN BEAN MACHINE

These are the normal level passwords for scenario mode from Mark Hitchcock in Maidstone, Kent. In case you didn't know, has bean is the orange star.

- 2- clear, blue, red, has bean
- 3- yellow, blue, pink, blue
- 4- red, pink, clear, green
- 5- blue, clear, clear, has bean
- 6- has bean, pink, clear, yellow
- 7- blue, red, clear, has bean
- 8- clear, pink, yellow, blue
- 9- blue, has bean, yellow, pink
- 10- blue, yellow, red, green
- 11- pink, blue, clear, yellow
- 12- pink, blue, red, has bean
- 13- yellow, red, green, blue

SPECIAL OFFERS FROM

SEGA

M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

GUNSTAR HEROES



Gunstar Heroes is one of the most incredible games of all-time. Coded by top programmers Treasure, Gunstar Heroes allows one or two-players to partake in what is definitely the greatest scrolling blaster ever to hit the Megadrive. Packed with superlative graphics, raucous sound and incredible gameplay (along with the greatest bosses ever seen in any videogame), Gunstar Heroes **MUST** be added to your Megadrive collection.

The game scored a gargantuan 95% in the first issue of SEGA MAGAZINE, and we still reckon that it's a hot contender for the award of Greatest Megadrive Game of All-Time. Buy this game now - at this price it's a bargain.

ALIEN3



Ellen Ripley returns in this top-rated Megadrive blaster. All alone on an inhospitable prison planet, it's up to Ripley to patrol the platform levels dealing death to all and sundry (just as long as they're aliens). Rescue the prisoners to move on, but beware the crushing time limit - as well as those pesky xenomorphs! Critically acclaimed on its release, scoring over 90% in just about every games mag, Alien3 is an exceptional shoot 'em up.

ROBOCOP VERSUS THE TERMINATOR



Take two of the most violent characters in cinematic history - and put them together in one game. What do you have? One helluva top-notch blaster. Guide Robocop through Terminator territory, doing battle with the forces of Skynet armed with a variety of deadly weaponry.

Praised for its non-stop action and superb playability, Robocop Versus The Terminator scored a worthy 90% in our sister magazine, MEAN MACHINES. And now it's yours at a bargain price!

X-men



You just can't stop the X-Men can you? Their comic books have been "doing the business" for decades and recently their TV cartoon series has been wowing the punters.

The Megadrive version of X-Men is fast paced platform game featuring one- or two-player action as you control the likes of Cyclops, Wolverine, Nightcrawler and Gambit (as well as a six-strong back-up X-team) through six levels packed with the cronies of the evil Magneto!

Another title that did exceptionally well when it was first released, X-Men scored 87% in MEAN MACHINES. And now we're knocking it out to our lovely readers at a BARGAIN price!

To order the game of your choice, just fill in the coupon shown and send it with payment to:

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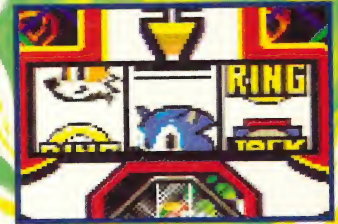
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REVIEW INDEX

You may have noticed that the review index looks slightly depleted this month, but don't worry – we haven't gone all crap on you or anything. It's just that to make way for more reviews, the out now section had to be dropped. Sorry. Anyway, next month, you'll no doubt see the section rearing its cheeky little head again, packed with lots of games to spend your precious pennies on. Or maybe you wouldn't like to see it in the mag ever again. Write and tell us – we'd like to know. Anyway, on a more relevant note, here's all the lovely lovely games you can expect to see over the next few pages...



▲ Dynamite Headdy, p84



▲ Sonic & Knuckles, p80



▲ Flink, p94



▲ Earthworm Jim, p86

MEGADRIVE

URBAN STRIKE **78**

SONIC AND KNUCKLES **80**

DYNAMITE HEADDY **84**

EARTHWORM JIM **86**

NHL '95 **88**

BALLZ **89**

SOULSTAR **92**

FLINK **94**

RED ZONE **96**

MEGA-CD

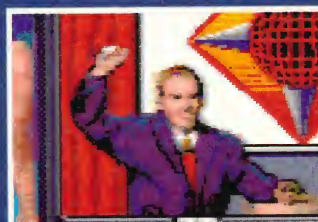
MEGA RACE **30**



▲ Ballz, p89



▲ NHL '95, p88



▲ Urban Strike, p78



▲ Red Zone, p96

REVIEW



MEGADRIVE

BY:
ELECTRONIC
ARTSPRICE:
£44.99RELEASE:
SEPTEMBERSTYLE:
16 MEGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

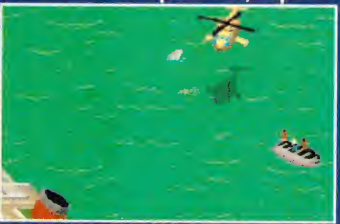
URBAN STRIKE



▲ How are you Doris? Oh look, it's that big sub... gossip, gossip.



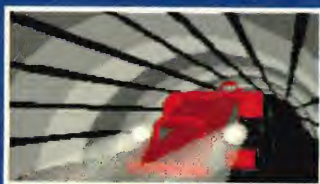
▲ Supermarionation puppets have surfaced on the port side, cap'n!



▲ I warned you. Kill Sharky, kill!



▲ Ahaha! I've seen this episode before. Hey, what's that smell? My god, has anyone checked on the cakes?



▲ That bloody Sonic. This time I'll just run the git over. Hahaha!

By now you should have read the 16-page combat briefing hidden within the pages of this 'civilian' magazine. In which case you'll know all about Urban Strike - a game where you eradicate evil capitalist menaces from the heart of our cities through industrial action. First, take control of the dustmen and refuse to work until you're paid more, then take the role of a bus-driver and refuse to work until you're paid more. Finally, become the emergency services and refuse to work until you're paid more. And if you believe that load of bullcods, trooper, then you obviously haven't read the pull-out guide at all. So get to it now, we've got us a war to win.

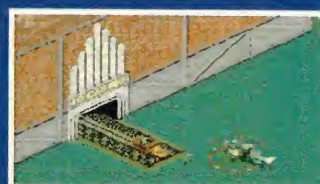
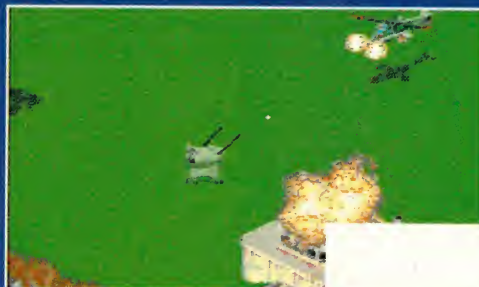
What Urban Strike really is, of course, is the third instalment of Electronic Arts' popular helicopter shoot 'em up series, following on from the original Desert Strike and its superb sequel Jungle Strike. Only this time, instead of battling terrorist scum in the Gulf or in South American jungles, the combat takes place in an urban environment.

However, hardly any of the game takes place in an urban environment. Sure you fly over San Francisco, New York and Las Vegas, but with the exception of New York there's very little cityscape to see. San Francisco is conveniently enshrouded in an impenetrable smog and Las Vegas is made up of petrol stations, grocery shops and casinos, all separated from each other by the vast expanses of featureless wasteland.

Gameplay is almost identical to that of the previous Strike games, as you fly around an isometric 3D landscape in your chopper. There are 10 different levels (that's two more than Jungle Strike) and within each there are various sub-tasks to complete, from destroying enemy installations, to rescuing hostages and transporting machine parts. As in Jungle Strike, there are other vehicles to commandeer, this time in the form of an armoured helicopter and a ground assault vehicle. The BIG new feature though, is the way your pilot takes some levels on foot, battling his way through an oil rig, Alcatraz prison and a casino.

Highly playable with plenty of blasting action, there's no doubt that Urban Strike is excellent fun, although it doesn't come without its faults. It's surprisingly rough around the edges and you can actually fly through the skyscrapers. Also, the on-foot sections are appallingly jerky and fiddly to control. Far inferior to the rest of the game, it would have been better if they weren't there at all. On top of this, it all seems a little too similar to Jungle Strike, although perhaps less exciting, as the vehicles you get to control aren't as fun as, say, a Stealth fighter or a hovercraft.

Faults aside, Urban Strike is definitely one of the best shoot 'em ups around and if you're a big fan of the Strike games it comes highly recommended. For newcomers though, Jungle Strike may prove a better buy.



▲ I hear this Thunder pipe organ ride is the best in the world!

▲ Dear kids. I won't be delivering the goods this year. Snow's too bad. Sorry. Santa.



▲ The Las Vegas battle mission.



▲ Time for the feet to hit the street as our pilot takes on the bad-guys face-to-face. A good idea, but the end result is sadly inferior to the rest of the game.



▲ New York! New York! One of the rare 'urban' moments in the game. You can't actually fly down between the buildings, but some of taller skyscrapers can be destroyed.



▲ Whoops sorry, that was me. I knew I shouldn't have eaten those pickled gerkins.

COMMENT



TOM GUISE

I never used to see the appeal of the Strike games. To me they always looked kind of boring, but once you play them its a different kettle of fish, as you become totally submerged in all the little missions. Racing to save people on burning roofs, taking out roadblocks, cutting down paratroopers before they execute your friends – yep, Urban Strike is ace! The only problem is, it took me just two days to complete and the end isn't that impressive either. That said, it's still great fun and I would recommend it to anyone after a good shoot 'em up.

COMMENT



RICHARD LEADBETTER

Urban Strike is a worthy sequel. Yes, the gameplay is really rather similar to Jungle Strike, but the programmers have made clear efforts to improve it. The missions are a lot more involved, there's more action – and the military hardware you have to deal with is significantly tougher than the opposition in previous Strike games. The on-foot sections break up the game nicely, although the quality in these parts doesn't match the airborne levels at all. Also, it isn't quite as slick as Jungle Strike... but I think the sacrifice (better playability and superior missions) is well worth it. An excellent blasting festival that merits immediate investment.



83

Presentation:

Plenty of intermission screens, although some of them are a bit poor. The game seems a tad rough around the edges too.

88

Graphics:

The main sprite is superb and the isometric backdrops are impressive. The enemy sprites are a mixed bag, some are great and some are awful.

87

Sound:

Top-notch spot effects, but the action lacks music. This is no bad thing though, as the intermission music is disappointing too.

65

Originality:

Not very original at all seeing as it's the third game in the series. Apart from the Strike games though, there's very little like this on the Megadrive.

92

Playability:

Possibly one of the most playable Megadrive games around. The new on-foot sections are a bit of a let down though.

72

Challenge:

Fairly challenging, although the password system helps you crack each level. It won't take you long to beat the game.

70

Lastability:

You may come back to play your favourite levels now and again, but once you've beaten the game there's nothing new to see.

OVERALL:

A high action shoot 'em up that rates as one of the best on the Megadrive. It could have been better though.

90

REVIEW

MEGA
REVIEW



18-MEG

BY:
SEGA

PRICE:
TBA

RELEASE:
OCT 19

STYLE:
PLATFORM

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
VARIABLE

MEGA
REVIEW

You can tell it's getting close to Christmas. For one thing, it's nearly Autumn, which is when everyone starts circulating their tatty Christmas catalogues and telling us what ace films they'll be showing over Christmas. For another thing, here rides a further Sonic title over the horizon.

However, this time Sonic seems set to be outshined by his cooler co-star, Knuckles the Echidna, who you may know from Sonic 3. If you haven't got Sonic 3, or Sonic 2, you might like to buy them now or you'll miss out on half the fun of this cart. Sonic & Knuckles follows the standard format of every Sonic platform game we've seen so far. Your job is to traverse the horizontally-scrolling levels searching for the six Chaos Emeralds and eternal damnation for Dr Robotnik. However, the levels are even bigger than those seen in Sonic 3, which twisted and lurched all over the place, hiding billions of secret bonuses. Once again, each level is packed with imaginative themed hazards and enemies, and some of the ones you'll encounter take a bit of beating.

Indeed, it wouldn't be out of place to say that this is probably the hardest Sonic game yet. There's no save option like the longevity-slasher on Sonic 3, and there's no invincible sidekick to help you out either (Tails has been axed for this project). However, if you just fancy slapping through to the end of the game without collecting any Chaos Emeralds you'll severely curtail the challenge.

Being able to control Knuckles actually proves to make more than

cosmetic differences to the gameplay. He has completely different abilities to the Sonster, and whilst he's a still pretty fast, you'll find you need to rely on Knuckles' individual powers to tackle the hazards he's put up against, whilst Sonic takes a slightly altered route through each level.

Sonic & Knuckles is to the Sonic line what Sonic 3 was to Sonic 2. It's bigger, it's even more ambitious and imaginative (the complex new bonus game is very well done) without actually providing any surprises. There are bits which will genuinely impress the majority of gamers, and real platform fanatics and beginners alike should love it. However, it doesn't quite have the flair of Dynamite Headdy which is a real showcase for new ideas and effects.

Sonic & Knuckles really comes into its own as a retro cart. You have the ability to play as Knuckles in Sonic 2 and 3. Extra levels are also added onto Sonic 3. And that might not be all... This is, of course, a thoroughly commendable idea, and we'll be showing it off a bit more fully next month. If you've got a complete Sonic collection, Sonic & Knuckles is the perfect companion. If you're a hedgehog virgin, perhaps you should check the man Headdy.

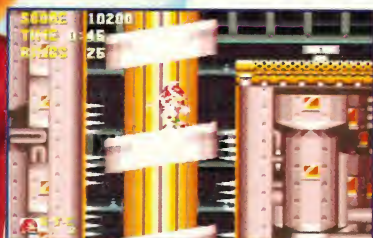
SEGA



▲ The scorpions DON'T carry blocks. But their tails have an incredible range, making them the deadliest Badnik ever.



▲ Just one of the new tricks in the game.



▲ Knuckles uses power-ups too.



▲ The all-new Lava Reef Zone.



▲ Sonic & Knuckles enables players to plug in old Sonic games and remix them. Sonic 3 actually allows you to add the new S&K levels to the old game! Smart.



▲ This pink chap is Knuckles, a groovy echidna. He is the new player-character in Sonic & Knuckles, having played a villain in the previous title. He's officially the Keeper of the Chaos Emeralds, hence his involvement, and it's not that surprising that's he's physically more capable than Sonic. That is a pretty responsible position, you know, Keeper. Anyway, he's ace and we love him.



▲ This is the all-new bonus round, a strangely eerie looking affair which proves deceptively difficult to master. This heralds a return to the more puzzle-based bonus round, as previously so brilliantly devised for the original Sonic game.

COMMENT



**RADION
AUTOMATIC**

It's a bit difficult, this. On the one hand, Sonic & Knuckles is a top-notch and incredibly enjoyable platform game which should entertain you beyond your wildest dreams. On the other hand, whilst it's pretty clever, it's nowhere near as clever as Dynamite Headdy. Basically, if you're bored with the whole platform thing and you want something to renew your faith in the genre, go for Headdy. If you think platform games are really good and you can't get enough of them, I'd pick Sonic & Knuckles - as it's almost certain you'll have the previous Sonics to plug-thru and enjoy. Even so, give it a try.

COMMENT



**RICHARD
LEADBETTER**

I reckon that this is probably the last Sonic game on 16-bit, and it's definitely the best - crammed with some inventive and ace new ideas (Sonic 3, although decent, was a bit lacking in this department). It's also the hardest Sonic game yet, which can't be bad. The backwards compatibility (full, exclusive feature next month!) is also quite smart, making it possible to get a lot more enjoyment out of previous Sonic outings. I agree with Rad in that Dynamite Headdy is more exciting, but this is still one topper game. I never thought I'd say this, but this is the perfect buy if you already own all the other Sonic games.



▲ The Sandopolis Zone.



▲ Here's Flying Battery.



▲ The bosses in Sonic & Knuckles are the best seen since Sonic CD - all of them are superb.



89

Presentation:

Brilliant intro/title screen, but it all goes a bit downhill from there, with no options or owt.

92

Graphics:

Once again, great. Brilliantly designed sprites, especially the Badniks, plus some amazing themed backgrounds.

81

Sound:

Another array of typically Sonic cutesy tunes and sound effects.

34

Originality:

the real format has been explored pretty thoroughly.

94

Playability:

Ooh, goodness. It's the playability equivalent of a pound of some ace Haagen Dazs ice cream.

82

Challenge:

If you decide to go for all the Emeralds and the plug-thru-ing, good luck. If not, it's fairly easy.

89

Lastability:

You will go for all the Emeralds and plug-thru-ing.

OVERALL:

Slick and accomplished platformer which doesn't quite catch the edge over the younger, fresher Headdy.

92

GET YER **REBEL ASSAULT** GEAR HERE



Right all you lovely people. Who wants a Multi Mega? Nah, don't be frightened, come a little closer. Who wants a Multi Mega? You sir. You got £50 to spare? No? S'alright guv, because I'm not asking £50. In fact I'm not asking £40, £30, or £20. Not even £10. In fact, I'm offering this Multi Mega completely free of charge. Tell you what, I'll even throw in a copy of Rebel Assault on the Mega-CD, a Rebel assault T-shirt and a collector's pack of Star Wars Micro Machines, seeing as I like you so much. Can't say fairer than that eh?

And you. You madam? would you like a Rebel Assault t-shirt for free? What about some Micro Machines, take 'em home, the kids'll love 'em. I got ten t-shirts and twenty Micro machines to give away to the first people I hear say "thankyou". Oh. you'll also have to answer this simple question too.

What part of Luke Skywalker's body did Darth Vader chop off with his light sabre?

A His arm.

B his leg.

C His er, ahem, well you know.

Send your answers to:

IT'S FLICKIN' STAR WARS MATE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. By 31 October please. Sweet.

Dixons



MATCH



he plays computer games... he reads **MATCH**...

...and he plays football.

What else is there to do?

MATCH ~ the football mag that matters! Get it every week!

REVIEW

SUBBING
REVIEW

MEGADRIVE

BY:
SEGAPRICE:
£49.99RELEASE:
OCTOBERSTYLE:
16 MEGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
EARNEDSUBBING
REVIEW

▲ Headdy is totally original. You play the game on a stage, with different backdrops either wheeled on by technicians, or pushed over by the Dynamite one himself.



DYNAMITE HEADDY

Dynamite Headdy is a toy puppet and you control the strings. The only problem is, when he was constructed, his head wasn't attached properly. Luckily for Headdy, he rose

above this disability and turned it to his advantage, using his propelling, indestructible noggin to combat the forces of evil. This bizarre proposition is probably the sanest aspect of what is undoubtedly the maddest Megadrive game ever created. However, what's more, Headdy has been put together by Treasure - easily the most talented Megadrive programming team in the world.

As you can see from the coverage we've given the game this issue, Dynamite Headdy is a really special game, right up there and beyond the Sonic 3s of this world. Graphically, it's superb. The game's sheer variety is a joy to behold. One minute you're fighting a full-screen dog boss from hell. The next you're deep in combat with a huge wooden puppet with mutant clothing problems! As you can see from our showcase this issue, Dynamite Headdy is an incredible sight to behold - it's just brilliant.

This analysis extends to the gameplay too. Every level has different play mechanics, which results in constantly changing challenges. The control method is just about perfect - there's no blaming the computer when you die. You know you've been defeated fairly and squarely.

Treasure have obviously put a lot of work into Dynamite Headdy and quite frankly, it's head and shoulders above any other Megadrive platform game, if you'll excuse the expression.



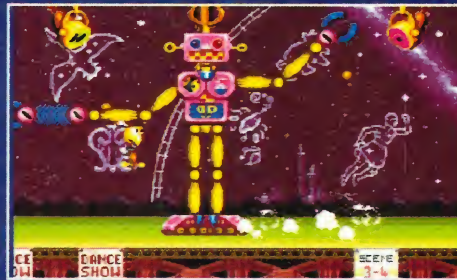
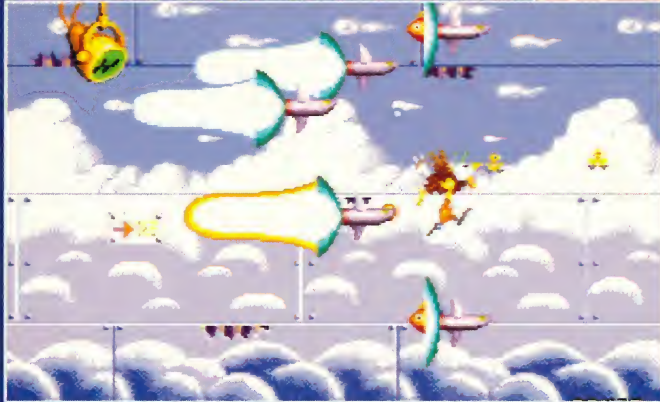
▲ The 16 megabits of Dynamite Headdy are comprised of the most diverse and amazing-looking platform levels you'll ever see. Every level is different, prompting you

to learn a new skill, and half the time, you'll forget it's a platformer altogether!



SEGA

♥ If there's one thing Dynamite Headdy isn't lacking in, it's variety. Each level provides a whole new challenge. Here, Headdy takes to the skies with a whole range of flying heads at his disposal.



▲ The big gimmick about Dynamite Headdy, is the way he can swap his head for a whole range of others. Using certain heads in certain situations can be crucial.

▲ When you've completed the game, the challenge is to complete it again, but this time finding all of the secret bonus points. These appear when you perform certain 'special' tasks such as bashing particular baddies or opening doors in certain ways. Finding them is no easy task.



▲ Coming from the makers of Gunstar Heroes, you'd expect some pretty impressive bosses. Well, just look at that!

COMMENT



TOM GUISE

Gaah, Sega drive me mad sometimes. Dynamite Headdy is quite possibly the finest Megadrive game ever made, but they aren't going to market it as the next big thing. However, just because they aren't pushing Dynamite Headdy in your face, don't make the mistake of ignoring it. You've got to have this game! The graphics are about as good as you're going to get on the Megadrive, the sound is just superb with perfect speech – you

can even hear the croak in the voices – and the gameplay is amazing. It's incredibly challenging, although you may well finish it in a week, but only because you'll play it nonstop until your brain bleeds. 32X might be the future, but if the games don't play like this, then it can stuff off, because this is about as good as it gets.

COMMENT



RICHARD LEADBETTER

Dynamite Headdy is one of the greatest Megadrive games ever conceived. The platform action is extremely varied and super-

playable, with every single level astounding you in new and exciting ways. The bosses are just superb – definitely the best since Gunstar Heroes. And it's tough too. Even if you complete the game, finding all the secret bonus points will take ages – and because the game is so superb to play, you'll be plugging it in again and again. Mind-bendingly brilliant stuff.



Presentation:

93

Superb. Brilliant intros and fabulous test-your-skills areas before you enter the real game. Which is brilliantly presented as well.

Graphics:

96

Totally mad. Packed with incredible ideas and superbly executed, Headdy is one of the most super-looking games ever created.

Sound:

92

Perfect madcap tunes back the proceedings along with exceptional sound effects and some particularly clear and amusing speech.

Originality:

93

Yes it's a platform game, but each and every level is packed with original ideas.

Playability:

96

Excellent without a shadow of a doubt. Easy to get into and perfectly pitched in terms of difficulty.

Challenge:

93

Headdy offers challenges on many different levels. Even completing the basic game (without the secret bonus points) will take ages.

Lastability:

95

Plenty of incentives to bring you back once the game is complete. It plays so well, you'll be digging out the cart for a session months after purchase.

OVERALL:

One of the greatest Megadrive games of all time, almost perfect in just about every department. An excessively original, totally essential Megadrive purchase.

96

REVIEW

SUBBAND
REVIEWEARTHWORM
JIM
SHINY
GAMES
SHINY

24-MEG

BY:
SHINYPRICE:
TBARELEASE:
TBASTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
EARNEDSUBBAND
REVIEWEARTHWORM
JIM

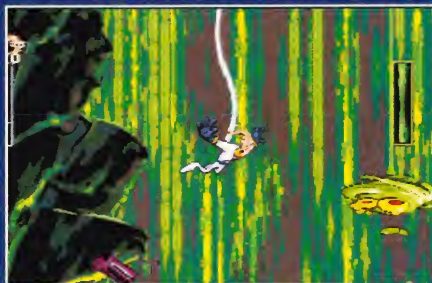
Earthworm Jim is perhaps the most hyped game since Sonic 2. The programmers, Shiny, are excellent at promoting their own products - and credit where it's due, Earthworm Jim does deserve the attention it's been getting.

It's a platform game - and that mere statement was enough to instantly cure the SEGA MAG crew of any insomnia we might have been suffering from. But Earthworm Jim is different... honest. To begin with, judging from level one, we thought it might be Aladdin part II (or Global Gladiators part V if you will). The gameplay is immediately accessible to anyone who's played a Dave Perry platformer before.

But Earthworm Jim is a game of many surprises - in fact, there's 24 megabits packed full of some truly exceptional platform action, along with some superb extra bits that all go to make it a truly excellent piece of software.

Another criticism of Perry games is the fact that none of them are particularly difficult. The Terminator was clocked in 20 minutes. Global Gladiators took an hour. Cool Spot? Three hours in all. We've been at Earthworm Jim almost solidly for four days now and we still haven't finished it (although we're probably getting to the end now). So no worries there. The only slight downer is the lack of some mechanism to bring you back once you complete the game. Once you've seen it all, that's it really. Dynamite Headdy has its Secret Bonus Points which, coupled with the superlative gameplay, is enough to play through the game again and again. It's a shame that Jim doesn't appear to have a similar mechanism. Still, there's no denying that this is a really decent game which must be checked out the day it hits the shelves of your friendly software emporium.

SEGA



▲ The platforming action is punctuated with some very smart little sub-games. This bungee jump battle to the death is one of the best. Smack the crap out of the snot monster, but beware of the ravenous creature at the base of the chasm!

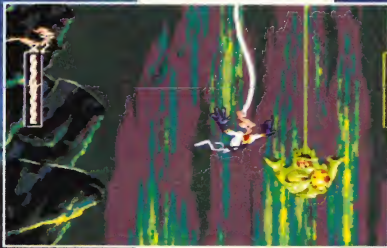
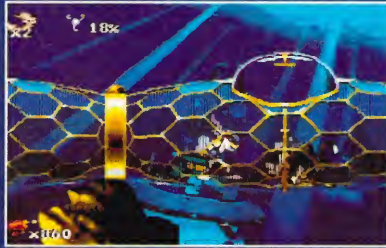


▲ Later levels provide some hilarious puzzles to unravel, one of which involves riding this enormous gerbil!



▲ Earthworm Jim's bosses are quite difficult to defeat. However, each of them has a weak spot, although cunning strategies need to be worked out in order to defeat them. Once you've locked on to the technique required, sending them spiralling into the realms of Hades is pretty simple.

▲ The game's difficulty level is exceptionally well pitched, allowing players to progress just a little bit further with every play. Each level gives players a new challenge and innovative thinking is required to progress. For example, on the second level, there appears to be no way to progress past the first few screens. Carefully examining the scenery and taking nothing for granted is the only way to resolve the problem.



▲ Some development sketches of the slimy one.



COMMENT



**RADION
AUTOMATIC**

You're always wary when a game with this much hype behind it finally arrives. Fortunately for Dave

Perry's new Shiny group, there was no need for this with Earthworm Jim. Although it takes a couple of levels for things to really start happening, the cool graphics and thick atmosphere keep you interested. Earthworm features a host of - gasp! - surprisingly original platform puzzles and layouts and keeps the action varied right up to the end. Unlike most of today's platform releases, Earthworm Jim is both challenging and addictive. It's just a shame Professor Monkeyforahead wasn't a bit bigger. I liked him.

COMMENT



**RICHARD
LEADBETTER**

This is the third time I've rewritten this comment because every time I play Earthworm Jim I discover something

really new and excellent that affects my overall view of the game. Yes, basically, this is Aladdin - but with a lot more variety. And I really have to stress the variety bit, because there is so much in this game. I won't regale you with the details here - check out our showcase and make up your own mind. Suffice to say that this takes the best bits of Aladdin, improves on them mightily and then introduces a whole new plethora of really neat stuff. This is a superlative title that I really enjoyed playing. Get Headdy first, but make sure you get hold of Earthworm Jim sooner or later - it's too good to miss.



87

Presentation:
Some nice presentation screens and a very smooth polish to the game. Some superb cartoon touches.

94

Graphics:
Probably the best animation seen on the Megadrive. Awesome backdrops and lovely effects.

90

Sound:
More samples than the average 2Unlimited record - all of them suiting the proceedings well. The music's not bad either.

72

Originality:
Shiny have relied on proven Aladdin-style gameplay for the most part, but there are loads of very original sections in there too.

94

Playability:
Superb. There's no denying that Earthworm Jim is fun to play and very easy to get into.

88

Challenge:
Really, the challenge is in learning the techniques required to do away with the meanies. A lot of them seem invulnerable to begin with...

92

Lastability:
Once you've seen it all, there's very little to bring you back. But actually completing the game is going to take a long time...

OVERALL:

A brilliant debut from Shiny - Earthworm Jim definitely lives up to the hype. But it's time for Perry and Company to move away from platform games.

93

REVIEW



16 MEG

BY:
EAPRICE:
TBARELEASE:
OCT '94STYLE:
SPORTSPLAYERS:
1-4CONTROL:
JOYPADCONTINUES:
INFINITE

Just when you thought it was safe to go back in the water... it freezes over, and all those goll-darn NHLPA players start faffing about on it for the fourth year running, and you're trapped like a Mastodon, forced to watch them play again and again.

A bit like working here, really. Every year, in comes the latest NHLPA installment, with updated teams and outdated game mechanics. Oh perhaps that's being a little harsh. Let's take a stroll through the new bits of this old game.

The biggest change to NHLPA is the new in-depth tournament option which affords you all the luxuries of real team management - almost. What this means is that you are able to trade players with other teams in the league if you so wish. However, there is a catch. Unlike real life, where the richest teams get all the best players, you're only allowed to trade a player of equal ability for your new signing, meaning that you constantly have to shuffle your team around to cover any of your weak spots. Or, alternatively, you can not bother trading

NHL[®] 95

any players and keep your original team together if you're the conservative stay-at-home type.

Other than this exciting new tournament development, the game itself has been re-tweaked. The view of the rink has been slightly altered, leaving you with larger player sprites, and the players themselves have picked up a few new techniques too, including one-offs (little set plays between two team members) and drop passes (where the player merely skates past the puck, leaving it in his wake for whoever is skating behind him).

And that's it, really. The action remains

almost exactly the same as in all the other versions of NHLPA you've ever seen. This isn't to say it's no good, it's perfectly adequate, if looking a little unsophisticated these days. The trouble is that most people who want an ice hockey game will already have bought one over the last few years, and it's unlikely there's a really huge market for this next instalment. If you don't own a cartridge of this type and you'd like one, this is your best bet in all its four-player glory. If, however, you're already the proud owner of an EA ice hockey title, save your money for something more original.

REVIEW

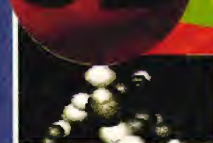


8MEG

BY:
ACCOLADEPRICE:
TBARELEASE:
TBASTYLE:
BEAT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
INFINITE

It seems that Accolade have got a bit of a sneaky marketing ploy up their collective sleeve right now, doesn't it? First comes Zero Tolerance, the rather ace game which, let's be honest now, was more than a little "influenced" by the classic Doom, n'est ce pas? And now, here comes Ballz, a 3D-type beat 'em up in a vein eerily similar to Virtua Fighter, using spheres instead of hard-to-do polygons. What's the betting their next title is called Nearly Battlestar Galactica and has you leading a 3-D space fighter attack on the Doom Star?

Perhaps that's a little harsh, after all, the characters in Ballz bear little relation to those in the Virtua Fighter coin-op, ranging as they do from a caveman to an ostrich, via a ballet dancer. Each character can punch, kick, jump and use a handful of special moves, some of which require the player to win a grapple to activate. This is where



things get tricky. The game is set in a circular arena of quite some size, which rotates through 360 degrees, giving plenty of opportunity for escape. The field of play rotates to follow the action, so sometimes your character is viewed from behind, giving you a rather unfavourable angle of vision. This increases the strategic element of the game, as correct positioning of your character is essential.

Well, that's the idea anyway. As it turns out, Ballz is something of a button-basher. Real strategy is lost somewhere in the frenzied melee as the two characters charge towards each other, polymer-string arms flailing. The special moves seem to do either very little damage or almost completely finish an opponent, and it's not

exactly impossible to get very far into the game using just the two basic attacks. None of this would be utterly terrible if the game weren't so sluggish, although you get used to the awkward twisting of the environment quickly enough. And indeed, none of this would be too bad if it weren't for the fact that Mortal Kombat 2 and Super Streetfighter 2 have recently been released. Both of these titles knock spots off of Ballz.

You have to admire Accolade's ambition, and the technical achievement of the game. At the end of the day, though, Ballz just isn't really playable to stand up to some very strong competition. One for beat 'em up nuts only.



▲ Cue intensely dull and excessively irritating pun based around the word "puck"

COMMENT



**RICHARD
LEADBETTER**

Yes, this new stuff is all very interesting, but it's about time that EA realised that they can't really take this game any further. It's hardly any different to the original EA Hockey - the four-player option and action replays are the only worthwhile additions ever made to the basic game. Yes, NHL '95 is a good game - but its entire existence is irrelevant and superfluous.



▲ Puck off!



▲ Puck me!



▲ Trading places.



▲ Mother... yes, um.



▲ Get the puck outta here!



89

Presentation:

Reams and reams and reams of options, stats, more options, game breakdowns, time outs, etc etc etc.

78

Graphics:

The sprites are larger than before, but at the end of the day they're not all that brilliant, and ice does get boring after a while.

76

Sound:

All the cheers, thwacks and other assorted sounds you'd expect to hear at an ice hockey game.

01

Originality:

Hahahahahahahahahahahahaaaaa!

84

Playability:

A little slow, and the inertia takes some getting used to, but once you get into it it's good fun, especially with four players.

93

Challenge:

If you get into the game, it's perfectly likely you'll spend the rest of your life in your room trying to win the league.

82

Lastability:

It's still holding out pretty well, although if you've completed a previous version it'll be too easy.

OVERALL:

Yes, it's playable, but it's looking a little bit old and it's certainly a lot redundant. Only worth it for first-timers.

80



▲ We bet that Chun Li and co must be cacking themselves...

COMMENT



**RADION
AUTOMATIC**

Hats off to Accolade for another technically innovative Megadrive title, following hot on the heels of the superb Zero Tolerance. However, whilst this former title had playability in abundance, Balz is a little on the dull side. The controls and field rotation are a bit sluggish, and there just isn't enough depth to the combat to keep you occupied for long. With games like Mortal Kombat 2 already on the market, Balz is already outgunned. A shame, really.



▲ It's Boomer!



▲ He's called Bruiser.



▲ Call the social workers!



▲ This is Crusher.



▲ Oh dear. How rude.



▲ The name is Divine.



▲ Introducing Kronk. He owns a large club.



▲ This poor fellow's name is "Turbo".

82

Presentation:

A pleasant enough front end, and the combat arena has plenty of little visual gags. Although they're not very funny.

92

Graphics:

Although the multiple spheres sometimes get a bit jumbled, they generally look most impressive, and are very well animated.

74

Sound:

The voices of the characters are quite amusing, but the music and effects are otherwise average.

76

Originality:

Whilst there's a lot of beat 'em ups on the Megadrive, this is the first to be realised in this fashion.

71

Playability:

Slow moving and a bit unresponsive, but the main fault lies with the lack of depth.

70

Challenge:

Twelve opponents which get pretty tough fairly early on, but it shouldn't take more than a week or so to clock.

70

Lastability:

The two-player mode will last the longest, but even then you'll soon go back to Mortal Kombat.

OVERALL:

A good idea, and the programming is admirable. However, the game design is essentially flawed and shallow.

71

REVIEW

Mega-CD
REVIEW

MEGA RACE



CD

BY:
MINDSCAPEPRICE:
TBARELEASE:
NOVSTYLE:
DRIVINGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
NONEMega-CD
REVIEW

MEGA

The time is the future, and the top-rating TV show across the globe is the ultra-violent game of deadly justice... hang on, why do I get this sudden feeling of déjà vu here?

Yes, Mega Race is the latest future sports simulation, this time pitting your heavily armoured virtual car against a host of equally equipped highway perps on a number of twisty turny courses. You have a limited number of laps in which to dispose of a set amount of enemy cars, either by use of your limited-ammo machine guns or by ramming your opponents until they explode.

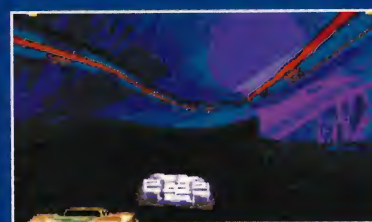
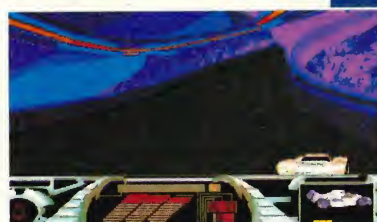
Of course, there's more to contend with than this. Laid out on each track are a number of power-ups and power-downs which affect your speed, cornering and even ammunition levels. Ammunition is especially important, as you never start the race with sufficient quantities to polish off all your enemies.

On paper, Mega Race has a great deal of potential, promising plenty of high-speed shooting thrills. The actual game is, unfortunately, distinctly average. The graphics, bless 'em, are fantastic – the only visual downer is the car sprites, which are a little lacklustre.

It's when you really get down to playing the game that it all starts to go a bit wrong. The cars are way too slidey, and there's no real feeling of traction while you're speeding around the course. However, it's the sparsity of action on the track which is the real death knell for Mega Race. There are only a few cars on each level, and they don't exactly put up a lot of resistance, just driving along as they do. Indeed, it's difficult to see what the poor blighters have done to deserve extermination, perhaps you've taken a wrong turning and are merely firing pot-shots at innocent pensioners out for a Sunday pootle.

Mega Race puts the Mega-CD to good use, and this is to be commended. The market could do with more titles willing to take advantage of the still relatively unexplored technology contained in the CD system. However, at the end of the day, this just isn't enjoyable enough to really warrant the expense.

SEGA



▲ This is one of the enemy cars. As you can see, it isn't really doing much, except driving around the course.



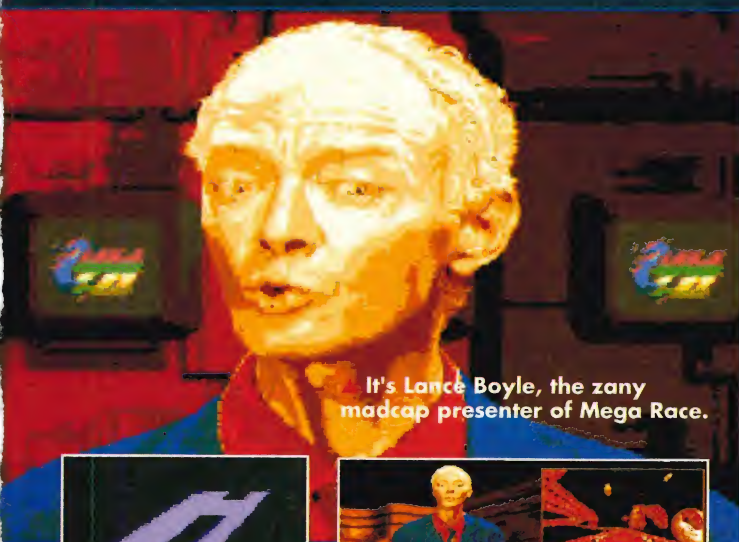
▲ Aren't the backdrops lovely?



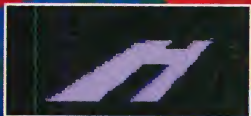
▲ A fascinating in-car view, isn't it?



RACE



It's Lance Boyle, the zany madcap presenter of Mega Race.



▲ A points icon.



▲ A slowdown thing.



▲ The speed-up icon.



▲ This nasty icon deducts score.



▲ You'll find all your foes are similarly opposed to the use of force, which leaves the only challenge in the restrictive lap limit.

COMMENT



**RADION
AUTOMATIC**

Mega Race is one of those titles you want to like, but just can't. The graphics are impressive, and good use is made of the CD technology. It's just that the game itself lacks any real thrills. The levels are all a bit too similar, with the driving part of the game requiring no skill or technique and the blasting not being involved enough. As it stands, although reasonably challenging and nice to look at, Mega Race is a disappointingly stark and barren title.

COMMENT



**RICHARD
LEADBETTER**

Cryo, the developers of Mega Race, are clearly way ahead of the opposition with their full-motion video routines. The in-game presentation is simply fantastic, packed with some truly superlative video. The game itself isn't quite so hot. Sure, it's wonderful to look at, but there are clear problems with the gameplay. There only ever appears to be one other car on-screen which makes the experience more than a tad monotonous. A nice try, but I still think that the Mega-CD's capable of better things.



▲ A shot from the incredible intro.

MEGARACE HALL OF FAME			
VOLFRAD	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
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010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY
010000	000000	NEW SAN	EASY

▲ The highscore table, unsurprisingly.



96

Presentation:

Fabaroone. Loads and loads of ace FMV which is very professionally executed.

94

Graphics:

Every course is rather on the smart side, and the backgrounds are equally intriguing. So that's all right.

83

Sound:

Vast quantities of crystal clear speech, but not very much else to speak of.

21

Originality:

Well, it's a race game alright. With shooty bits. Not very original.

76

Playability:

Sparse level layouts and a lack of real player participation on the old skill front marks Mega Race down somewhat.

82

Challenge:

The lap limit really does make it tough, but not for the right reasons, really.

69

Lastability:

It's unlikely you're going to work at finishing this one, as there just isn't enough to it.

OVERALL:

An ultimately over-simplified and disappointing title which mixes racing and blasting to no real avail.

73

REVIEW



CD

BY:
CORE
DESIGN

PRICE:
TBA

RELEASE:
OCTOBER

STYLE:
SHOOTING

PLAYERS:
1-2

CONTROL:
JOYPAD

CONTINUES:



Core have been doing very well for themselves recently, thank you very much. Their latest Mega CD title is *SoulStar*, a 3D shoot 'em up following the pattern set by their previous two CD efforts, *Thunderhawk* and *Battlecorps*.

You're placed in command of a mighty morphin' space ship/turbocopter/combat walker and pitted against hordes of aliens in a variety of environments. This is where *SoulStar* differs from its predecessors. Where *Thunderhawk* and, especially, *Battlecorps* had a strong strategic element running through them and required a little bit of thinking whilst you destroyed everything in sight, *SoulStar* is very definitely a shoot 'em up, with only the Combat Walker sections requiring anything beyond pure synapsual response. This is both good and bad. On the one hand it cuts out all the faffing about and occasional frustration which plagued *Battlecorps*, but on the other it also loses the sense of satisfaction and achievement to be had from overcoming these obstacles. *SoulStar* depends on huge alien motherships and collapsing caverns to produce these sensations. And, of course, the distinctive 3D rendered gourard polygon-type graphics.

However, it isn't as instantly impressive as you'd possibly expect. The first space flight level is actually a bit boring, and it's these sections that continue to let the rest of the game down. The levels set just floating in space seem a little confused, as if none of the objects are really happy there and aren't sure what they should be doing.

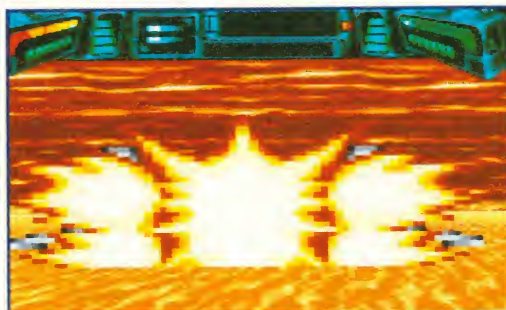
Once you get to a planet surface or subterranean level though, things change for the better. The turbocopter is especially good fun, once you get the hang of the pretty complex control system, after which you'll be a proper Stringfellow Hawke. There's good selection of things to shoot too, plenty of big machines and seemingly innocent-looking background equipment which turn out to have dangerous potential.

Whilst *SoulStar* is pretty good fun in one-player mode, it really comes into its own when two players take up the controls. One player steers the vehicle and the other operates the weapon sights. This takes a lot of the panic factor out of the game and allows you to concentrate more easily on your task in hand without straining yourself to performing a million actions at once.

There's no doubting that *SoulStar* looks and sounds very impressive, the music is especially worthy. There are some original ideas and a lot of atmosphere, but it's a shame the sub-light sections are so weak. If it featured just the turbocopter and combat walker, it'd be great. Still, as Mega-CD titles go, this is one of the most impressive we've seen, even if it isn't quite as good as *Battlecorps*. Although that said, if you're in any way a fan of shoot 'em ups, it's definitely an essential purchase.

SEGA

The turbocopter is the best vehicle in the game, and once you learn the controls it's also the most manoeuvrable. It provides great freedom of movement and is great for dogfighting.



▲ Explosive *SoulStar* action.



▲ This is one of the more exciting bosses in the game, the Excavator. You have to chase it through a tunnel whilst its digging apparatus tries to crush you. Once you catch up you have to blast it to bits whilst dodging the rubble it casts at you. It's pretty good.



SOULSTAR



▲ An example of the superlative 3D in SoulStar. The ASIC 3D sprite scaling chip really is pushed to the limits.



▲ This behind-the-ship blasting bit is probably the weakest aspect of SoulStar. But it's by no means bad.

COMMENT



**RICHARD
LEADBETTER**

SoulStar is yet another fine example of Mega-CD gaming from the masters, Core Design. There's no denying that the graphics are utterly superb. The 3D sprite-based look is quite similar to Sega's Galaxy Force coin-op, but the action is a lot more enjoyable. The sound is superlative too - there's an excellent orchestral score that accompanies the game and it's basically great. However, the space sections of the game did grow increasingly dull - the other stages are far better in execution. Overall, SoulStar isn't bad at all, but if it's a toss up between this and Battlecorps, I'd still go for the latter if I was after the ultimate CD blast fest.

COMMENT



**RADION
AUTOMATIC**

I like SoulStar, but I'm not sure it's quite as good as Battlecorps, to which it will inevitably be compared. The turbocopter levels are particularly enjoyable, but the Galaxy Force-type bits seems a little flat and almost dated. It's decent enough, with plenty of levels and excellent graphics and sound, but it lacks that something that Battlecorps had. Still, SoulStar is definitely playable, and that's what matters. Actually, it seems a bit like a Core compendium, what with having both helicopters and combat walkers. Perhaps not worth buying a Mega-CD for, but at least worth further investigation.



▲ The game is packed with gorgeous graphics just like these... and loads of 'em are packed onto the CD.



93

Presentation:

Brilliant FMV intro, top smart intermission briefings and the usual options and things. And a title screen.

94

Graphics:

The backdrops and 3D effects on some of the levels are brilliant, but those darned space levels are a bit wonky.

93

Sound:

A sweeping orchestral soundtrack takes advantage of the Mega-CDs capabilities, and the effects are quite Battleship Galactica.

52

Originality:

The morphing ship is a good idea, and some thought has certainly gone into it, but not as ground breaking as Thunderhawk et al.

91

Playability:

In places, this is action-packed and exciting and great fun. In some places though, it's a bit dull.

91

Challenge:

Twenty-four count 'em levels, each with three sub-sections make for a big game, and it's fairly challenging too.

82

Lastability:

The two-player option extends the longevity of the title, and it's possible you'd play it again after you've clocked it.

OVERALL:

A fine shoot 'em up with a couple of rough patches. Perhaps could have been better, but still well worth a look.

88

REVIEW

SUBBAND
REVIEW

MEGADRIVE

BY:
PSYGNOSISPRICE:
£TBARELEASE:
4TH QUARTERSTYLE:
8 MEGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
5SUBBAND
REVIEW

You know, these fantasy kingdoms have their logic screwed up in no uncertain terms. Take the old "evil magician dispatches hordes of demons to terrorise the peaceful villagers" schtick. In the real world, you'd get all your best magicians together (alright then, the real fantasy world) and have them rain fire and brimstone upon said villain until he agrees to desist with the campaign of destruction. But no, you always end up with one little kid who hasn't finished his training wandering off to the craggy spire of the evil sorcerer's tower, hoping to put things to rights.

The latest in this line of misguided youths is Flink, a young lad whose sense of righteous indignation is bigger than his brain.

Fortunately, whilst Flink knows no spells at all at the start of the game, he's pretty good in platform-type confines. Our would-be hero is able to run, jump, climb and pick up all manner of objects. And get this - he's able to kill his enemies by jumping on their heads! How incredibly original!

As the game progresses, Flink is able to collect spell scrolls which allow him to cast minor incantations. However, before he can start encouraging plants to grow, or float around the screen, he has to work out which three ingredients from his list are required, and in which order they're placed into his handy portable cauldron. He also has to make sure he keeps himself stocked up on the essential magical elements for his spells, generally found in the knapsacks of wandering traders who only need a couple of hits to release their booty. Spells don't really play all that much of a part in the game until much later on. The action really centres on platforming skills of the old school variety. That is to say there's more emphasis on tricky level layouts than with the fast-paced Sonic-influenced titles which now comprise the majority of the platform market. Flink's acceleration rate is chronically slow, so the game is constantly interrupted while he gets up to full steam. Surely it wouldn't have ruined the game if the main sprite had been a little faster.

On a more positive point, Flink has some of the loveliest

MIS The adventures of Flink



▲ Ooh it's that old "jump-on-the-see-saw-to-propel-yourself-higher" platform trick again. Ho hum.



▲ This is the impressive serpent chase scene. As Flink makes his way down the river, a number of giant serpent monsters leap out of the water at him, scaling towards the screen in a rather irie fashion. Such is the graphical quality of The Misadventures of Flink, noble readers.

graphics we've seen in a platform game for some time. They look almost SNES-like in their use of rich shading and tone, and feature some great animation and visual effects (including a nice bit of scaling, too). Basically, if you're the sort for fast-moving platform games with a constant bombardment of enemies, you're really not going to find it here. If you don't mind using your brain a bit and you fancy a not so mercurial game Flink may be of interest to you. However, if it's a head-to-head between this and Dynamite Headdy this month, you'd be a bit of a fool to miss out on the Treasure title.

SEGA



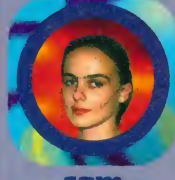
COMMENT



**RADION
AUTOMATIC**

Whilst playing Flink didn't exactly imbue me with a terrific adrenalin frenzy, I did quite enjoy playing it for a while. But then Dynamite Headdy came into the office and I lost all interest. Playing Flink is somewhat akin to watching the Lord of the Rings cartoon - it looks really nice, there are some very interesting bits, but it all moves a bit too slowly to really grip you. All credit is due to the designers and the graphic artists, although whoever's responsible for the music deserves shooting, but Flink lacks the pace and action which would have won it a real recommendation.

COMMENT

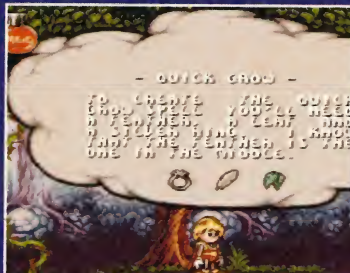


**SAM
HICKMAN**

This is a strange title. On the one hand, it boasts some beautiful, SNES style graphics rarely seen on the Megadrive, and on the other, it's a bit dull. Although there's some really nice touches such as huge level guards and giant enemies that seem to spring out from nowhere, there's little in the way of action to spice up the proceedings. Flink seems to dawdle through the many platform levels, occasionally casting mystical spells and jumping on the odd enemy, without the gameplay ever seeming to change significantly. It's still an above average platformer, but if it was just a bit faster, with less of the standard Psygnosis mysticism, I'd have enjoyed it a whole lot more.



▲ Monkey magic! Is that supposed to be his tail, or what? Whatever, it looks pretty painful to us.



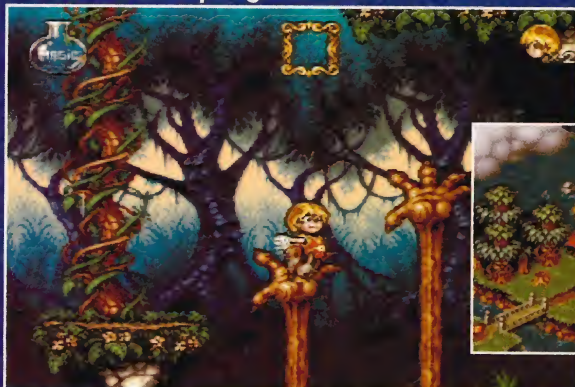
▲ This is the spell-casting interface. Once you've selected a spell from the previous menu, you need to choose your three ingredients and place them in the correct order in the three boxes. If you get it wrong, there's a selection of humorous screw-up animations. Each spell scroll contains clues as to the ingredients and their positioning.



▲ I see Rad's been eating extra strength chilli tortilla chips again.



▲ These leaves fall in a random fashion, making the level quite hard.



REVIEW

90

Presentation:

A nice animated title screen, tidy options and a feast of in-game menus, although the interfaces could have been better.

95

Graphics:

The sprites, backgrounds and animation are all great, although the colour scheme doesn't really make much of an impact.

53

Sound:

Flink makes an annoying noise every time he jumps, and the music is more irritating than Tom G singing Knick-Knack Paddywack.

61

Originality:

Whilst the platform format has been somewhat over-explored, there are some nice ideas here, and the implementation is quite fresh.

83

Playability:

A little slow and sparse in places, which really detracts from what could have been a top game design.

88

Challenge:

More than fifty levels, and they're pretty darn hard in places. Should keep you occupied if you stick at it.

78

Lastability:

One for the patient, this. The lack of real thrill power may cut short the interest curve for some.

OVERALL:

A great looking game which could have done with a little boost in the excitement quotient, but still isn't bad.

80

REVIEW

MEGA
REVIEW



16-MEG

BY:
TIME
WARNER

PRICE:
TBA

RELEASE:
NOVEMBER

STYLE:
SHOOT 'EM UP

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
NONE

MEGA
REVIEW



Red Zone is the second Megadrive release from ace German coders, Zyrinx. If you don't remember, those are the guys behind the superlative Sub-Terrania - a game which remains one of the best blasters on the Megadrive.

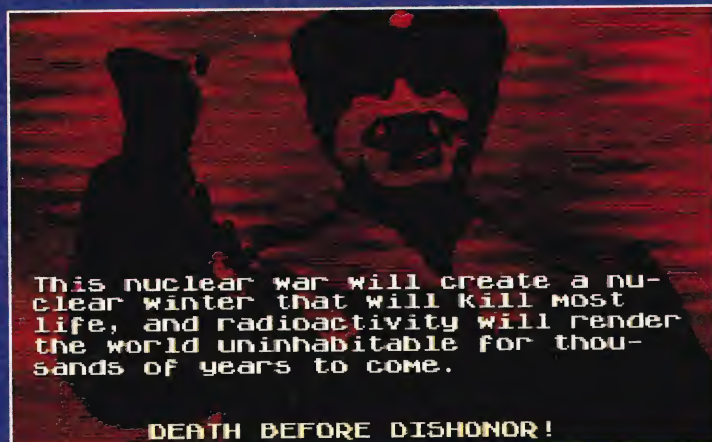
Red Zone consolidates their reputation of coders of wonderful games. If you thought that the smart presentation of Sub-Terrania was good, you ain't seen nothing yet. Red Zone has full-motion video (yes, it is on cart) making up the majority of its excellent intro. It's actually far superior in terms of quality to many Mega-CD attempts.

The game smacks of quality. Smooth play mechanics are based around a frighteningly original graphics engine. Imagine a kind of overhead version of parallax scrolling. Sprites nearer to the sky scroll by quicker than lower sprites, giving an incredible feeling of depth. It's great on the helicopter scenes - mind-bogglingly good on the interior sections.

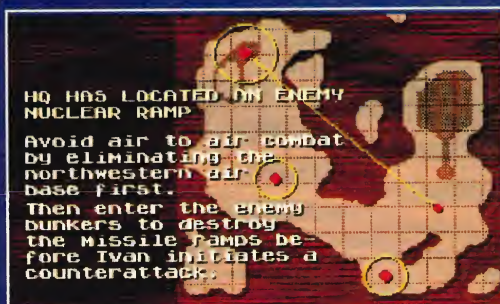
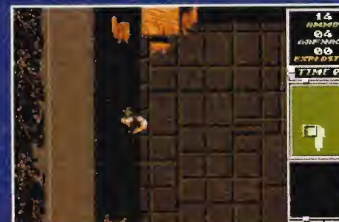
So, it looks great and plays extremely well. So did Sub-Terrania, which suffered because it was too easy. Not so Red Zone. This game is very tough indeed. Completing the second mission is hard enough, but the difficulty level is really ramped up by level three.

Red Zone is a rare thing indeed: a game that comes as a breath of fresh air to us jaded hacks, and a damn fine game at that. Well worth your English pounds sterling.

SEGA



▲ The presentation that greets you when the cartridge is loaded is enough to tell you that Red Zone is one very special game. The deliriously insane dictator strutting his stuff is superb!



▲ There are bound to be comparisons with Urban Strike (also featured exclusively this issue). Urban has many more campaigns than Red Zone, although there's loads more variety in Red Zone's gameplay, with helicopter sections as well as the graphically brilliant underground bits.

▲ Completing the first couple of missions (which are relatively dead easy) are quite taxing to begin with. You only get one life as well. Once your helicopter has sustained critical damage, that's it. You're dead and the population of entire world will be doomed too. Ulp.





COMMENT



**RICHARD
LEADBETTER**

Red Zone is one of the slickest Megadrive titles I've ever seen - I just couldn't believe the quality of the cart-based full-motion video. The game itself is even better. The original perspective, coupled with some extremely tough missions make this one helluva blaster. The graphics are show-stopping stuff - the psuedo-3D viewpoint is a superb visual trick and works extremely well. The gameplay's top-notch as well - the chopper's on-board weapons systems are all well programmed and ace to use... which is just as well, considering the power of the enemy you're up against. Basically, Red Zone is a topping excursion into Blastville which I highly recommend.

COMMENT



**SAM
HICKMAN**

I don't usually enjoy this type of game, but there's something about Red Zone that immediately gripped me. It's not just the excellent graphics and the superb full-motion video that induce a jaw dropping state - the gameplay is deeply involving too. All the missions are split into sub-goals, and although they're all fairly difficult, you'll find yourself returning for just "one more go" until each is complete. I also found the mix between underground and flying levels added to the atmosphere, and in all honesty I can say it's one of the best games I've played for ages. Buy it! Buy it now!



Presentation:

Full-motion video on a cartridge? You betcha! In-game presentation is of an extremely high quality as well.

95

Graphics:

The in-game graphics engine is totally original - you've never seen anything like this before on the Megadrive.

93

Sound:

Sub-Terrania's Orbital-style weirdo soundtracks return for a second outing in Red Zone and very good they are as well. Decent effects too.

90

Originality:

Quite similar in execution to Metal Hawk in the arcades, but totally original in terms of home 16-bit gaming platforms.

93

Playability:

Easy to get into and much fun. Blasting installations in your chopper or knifing foes in the underground sections offers some excellent entertainment.

94

Challenge:

Mission one. Easy. Mission two. Pretty tough. Mission three. Problematic in the extreme. Have you detected a pattern yet?

94

Lastability:

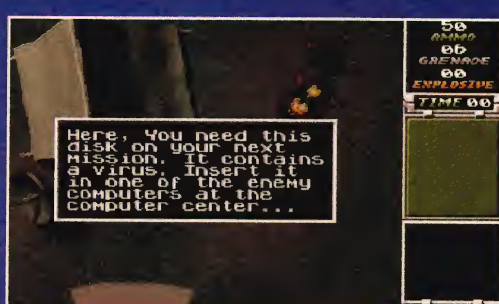
Not much to bring you back once you've completed the game, but it's incredibly tough. There's a hidden mini-game to find as well, which is ace.

93

OVERALL:

Zyrinx's second release is even better than Sub-Terrania. A totally brilliant blaster the like of which you've never played before.

94

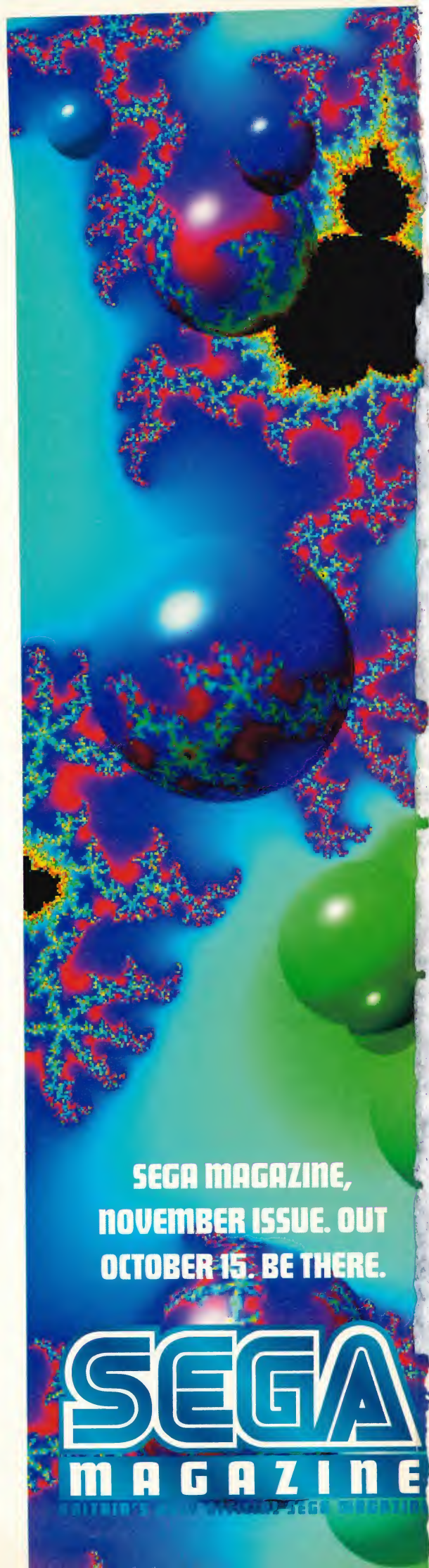


NEXT MONTH

The next issue of SEGA MAGAZINE promises to be a haven of top-notch riches. Look out for The Lion King in a huge showcase and review. Also, check out our exclusive coverage of Sonic and Knuckles, as we examine how the game plays when used in conjunction with Sonic 2 and Sonic 3 (and maybe more...).

We'll also have exclusive 32X pictures. Expect hugely improved updates on titles such as Virtua Racing Deluxe, Metal Head, Virtua Star Wars... and a lot more besides.

Plus we'll continue our unprecedented coverage of the best games. Expect full reviews of Probotector, Sparkster, Jurassic Park: Rampage Edition, Ecco II. We could go on...



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SEGA MAGAZINE **92%**

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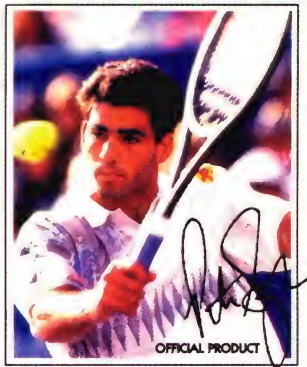


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